TECHNO-MAGIC UNLEASHED VOLUME 1:

THE OCCULT-TECH ARMORY

PATHFINDER® ROLEPLAYING GAME COMPATIBLE

CHRIS A FIELD

William Kwan (Order #50451067)

Techno-Magic Unleashed Volume 1
The Occult Tech Armory

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Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast

This product is fully compatible with D20 Modern, as well as the *Pathfinder Roleplaying Game*, and is suitable for use with *Otherverse America, Psi-Watch, Galaxy Command/Heavy Future* and even some *Black Tokyo* campaigns.

Technology Unleashed introduced dozens of new, high-technology concepts to the *Pathfinder Roleplaying Game*. New weapons, new player races, new spells and gadgets. One thing the massive sourcebook lacked was new magical items: the intersections of new technology and ancient traditions.

The Occult-Tech Armory is the first in a series of short and mid-length PDF sourcebooks adding some high sorcery to your high tech. The items found in the Occult-Tech Armory are fairly generic, and might be encountered by spacers and adventurers anywhere in the multiverse. Future sourcebooks in the *Techno-Magic Unleashed* line will explore setting specific magic items, but the items found in Occult-Tech Armory can turn up in any of Otherverse Games' campaign worlds and far beyond.

New Technology

Any weapon, piece of armor or bit of equipment mentioned in this sourcebook that is not found in either the *Pathfinder Roleplaying Game* SRD or the *D20 Modern* SRD can be found in *Technology Unleashed* (Otherverse Games, 2016). If you don't recognize some new piece of gear, look at *Technology Unleashed* first.

Other Spells

If you see an unfamiliar spell in a magic item description with its name written in red text, this new spell is fully detailed in *Technology Unleashed* (Otherverse Games, 2016). Original spells with their origins in a different Otherverse Games product will be superscripted for easy reference.

C = Choicer Magick Book One
E1 = Enchantments of Black Tokyo
E2 = Enchantments of Black Tokyo, Vol. 2 (upcoming)
H= Techno-Magic Unleashed: The Heavy Grimorie (upcoming)

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There will be relatively few spells from these secondary sources in this sourcebook. If you don't see any such notation about a spell's point of origin, it can be found in the *Pathfinder Roleplaying Game* SRD somewhere.

Item Pricing

Magic items here have both a GP value and a Purchase DC. The item's Purchase DC was calculated by converting the item's GP cost to modern wealth using a **1 GP: 1 US dollar: 1 galactic credit: approximately 100 yen ratio.**

This conversion has its problems, especially with the cost of mundane items, such as groceries, making them unrealistically expensive compared to fantasy items. However, few campaigns track the characters' grocery budgets closely enough for this to matter. Also, the real world exchange rate between dollars and yen is much higher than 1 dollar:100 yen, usually hovering somewhere around 1:200 yen circa late 2015, but this ratio is designed to simply allow GMs to add two zeroes to the price of anything in yen if it is priced in another source in dollars.

This pricing conversion is used in all Otherverse Games products.

Wondrous Items and Magical Jewelry

Armor Assembly Forge
Aura strong conjuration **CL** 18th
Slot none **Price** 252,000 gp (DC 37)
Weight architectural feature (12+ tons)
The Armor Assembly Forge is a massive mechanical fabrication unit that completely fills a cavernous, metallic chamber. Dozens of articulated arms and assembly tendrils spring to life when a designated user steps into a central dais within the Armor Assembly Forge, rapidly building a gleaming set of powered armor around the user.

Once per day, as a full round action, the Armor Assembly Forge can assemble a set of *Grade II Powered Armor* around the user. This armor has a Flight speed of 90 ft (average). The Grade II Powered Armor remains active for one hour after donning, or until the wearer dismisses the armor as a move action. The Armor Assembly Forge's creator sets the appearance of the conjured armor; each time the armor is conjured it appears with the same basic appearance.

Construction
Requirements Craft Wondrous Items, *greater call powered armor*
Cost 126,000 gp (DC 35)

Boots, Street Fighter's
Aura faint transmutation **CL** 5th
Slot feet **Price** 6,750 gp (DC 24) **Weight** 6 lbs (pair)
These heavy duty, dingy black steel toed Doc Martens are designed to stomp in skulls. Depending on the politics of the wearer, the laces are black, red or white.

While wearing Street Fighter's Boots, the character is treated as is possessing the Improved Unarmed Strike and Power Attack feats. If they already possess both feats, they may instead choose a single Combat feat they meet the prerequisites for, gaining that feat as a bonus feat as long as the boots are worn.

Construction
Requirements Craft Wondrous Items, *bull's strength*
Cost 3,375 gp (DC 22)

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Boots, Traceur's
Aura faint transmutation **CL** 5th
Slot feet **Price** 4,320 gp (DC 23) **Weight** 4 lbs (pair)
These high-topped, split-toe tabi are designed for support and comfort at high speeds and when doing really, really dangerous shit high above the city.

Traceur's Boots provide the wearer with a +3 competence bonus on the following skill checks: Acrobatics, Climb, Stealth. These bonuses increase to +5 in urban areas with a population of at least 1 million.

Construction
Requirements Craft Wondrous Items, *cat's grace*
Cost 2,160 gp (DC 20)

Boots, Wirewalk
Aura moderate evocation (electrical) **CL** 5th
Slot none **Price** 6,360 gp (DC 24) **Weight** 4 lbs (pair)
Wirewalk Boots are futuristic silver-blue sneakers with a complex and highly polished circuitry pattern on the bulky rubber soles. Static crackles over the silver aglets at the end of each lace.

While wearing Wirewalk Boots the wearer is treated as if possessing the *Up the Walls* feat, as long as the surface the wearer is running along has live electrical current behind or beneath it. In addition, the wearer can use *electrical transition* up to 3x/day.

Construction
Requirements Craft Wondrous Items, *cat's grace*, *electric transition*
Cost 3,180 gp (DC 22)

Bio-Courier's Cooler
Aura moderate conjuration and necromancy **CL** 9th
Slot none **Price** 3,600 gp (DC 22) **Weight** 5 lbs
This subtly rounded red and silver chest is about eighteen inches to a side, and is cool to the touch. The cooler can be carried either with a top-mounted ergonomic handle, or worn as a back pack thanks to adjustable straps.

The Bio-Courier's Cooler functions as a *handy haversack.* In addition, the Bio-Courier's Cooler preserves any non-living organic matter placed within indefinitely, via *gentle repose.* The Cooler will only open at the touch of the creature that placed an object within and sealed the lid.

Construction
Requirements Craft Wondrous Items, *arcane lock, gentle repose, secret chest*
Cost 1,800gp (DC 20)

Charging Holster
Aura faint conjuration **CL** 3rd
Slot none **Price** 6,500 gp (DC 24) **Weight** negligible
This black nylon thigh holster is designed to accommodate light energy weapons of all sorts, and has hexagonal plastic snaps.

Any one handed energy weapon stowed within the Charging Holster has its energy cell completely recharged, as by the spell, *infinite ammunition.*

Similar Items
The ***Reloading Holster*** is a concealable shoulder rig that functions identically, save that it fully reloads any one handed ballistic weapon rather than energy weapons.

Construction
Requirements Craft Wondrous Items, *infinite ammunition*
Cost 3,250 gp (DC 22)

Convenience, Occult-Tech
Aura faint transmutation **CL** 1st
Slot none **Price** 250 gp (DC 13) **Weight** 2 lbs or so, at most
These occult-tech devices are as useful for a college student moving into a new dorm as they are to criminals misusing the tech to instantly clean a crime scene. Occult-tech Conveniences offer anybody who can afford the price a useful minor magical effect. There are a variety of these devices available, but the three below are most common.

Occult-Tech Conveniences usually take the form of small, white plastic wands or tiny, futuristic household devices. All Conveniences make use of some aspect of the *prestidigitation* spell, and each can be used once per day. These useful little devices are everywhere, in one form or another!

Nano-Chef: Simply by placing all the ingredients in a container large enough to hold the resulting dish, touching the device with the Convenience and speaking the dish's name aloud, this Convenience produces a healthy, well-cooked meal in seconds.

Nano-Maid: Holding this Convenience aloft thoroughly cleans any 20x20 ft area, as well as a team of janitors could, in about an hour of work. Touching it to a humanoid user's body cleans and refreshes that person, as if thoroughly bathing.

Nano-IT: Touching this device to any computer performs routine maintenance, such as virus scans, defragging, as well as thoroughly cleaning the device. Sometimes the

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hacker spark spell is substituted in the construction process.

Nano-Valet: Touching this Convenience to a set of worn clothes straightens, freshens and cleans them, as well as performing minor tailoring and simple repairs. Sometimes the *inspection ready* spell is substituted in the construction process, making it only usable on military uniforms.

Construction
Requirements Craft Wondrous Items, *prestidigitation*
Cost 125 gp (DC 10)

Cloning Banks
Aura strong necromancy **CL** 15th
Slot none **Price** 725,000 gp (DC 41) **Weight** 8-10 tons
Cloning Banks are massive industrial flesh fabrication units. Enormous glass tubes filled with luminous aquamarine fluids are maintained by massive banks of medi-computers. Each Cloning Bank has 6 individual cloning tanks.

Each tank can be used to *clone* a single Medium or Large creature as per the *clone* spell. The same creature can be cloned in multiple tubes, or multiple creatures can be cloned in the cloning banks. Clones can either be the same gender as the original or reverse-gendered, at the user's option. The cloning banks can sustain inert clones indefinitely; it requires a DC 20 Computer Use check to 'dump' a prepared clone and clear the tank for reuse.

Cloning tubes are inert for 1d6+1 days after either a clone is decanted from the tube or a stored clone is 'dumped' in anticipation of another cloning.

Construction
Requirements Craft Wondrous Items, *clone*
Cost 362,500 gp (DC 38)

Cosmic Loom
Aura strong universal **CL** 13th
Slot none **Price** 182,000 gp (DC 36) **Weight** 200 lbs
This golden, xeno-tech loom is a mass of free floating components that orbit one another, held together by arcane gravity. A skilled artisan can craft fantastic magical armor on this loom and make the task look simple.

Once per week, the Cosmic Loom can create a magical set of light or impromptu armor. The armor's base type must be one of the following types:

- Cloth, Leather, Quilted Cloth, Silken Ceremonial *(PFRPG)*
- Blade-Silk Robe, Buff Coat, Decadent Furs, School Uniform, Second Skin, Spacer's Jumpsuit *(Technology Unleashed)*

The created armor can have up to a +3 total enchantment bonus, which may either be an enchantment bonus to AC or a combination of special defensive abilities. It requires a successful DC 20 Craft (seamstress) check and approximately one hour of work to create the armor. Any skilled crafts person can use the Cosmic Loom to produce

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magical armor, without meeting the prerequisites for creating the armor.

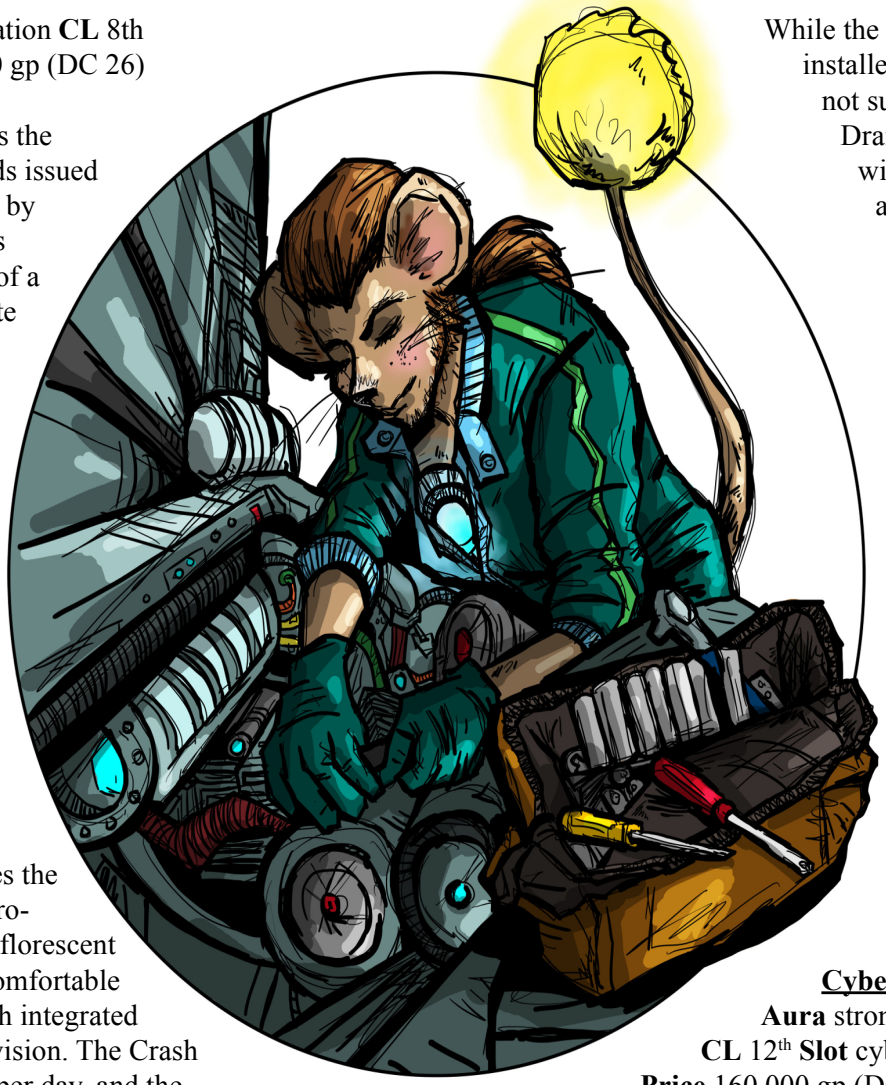
Construction
Requirements Craft Wondrous Item, Craft Magic Arms and Armor, *limited wish*
Cost 91,000 gp (DC 33)

Crash Pass
Aura moderate conjuration **CL** 8th
Slot none **Price** 12,800 gp (DC 26)
Weight negligible
A Crash Pass resembles the magnetic strip key-cards issued by most hotels. Simply by pressing the Crash Pass against any inner wall of a structure, you can create a temporary bolt hole. The bolt hole has a door in the same architectural style as other nearby doors, and is labeled as a janitor's closet, utility room or similar.

The Crash Pass creates a small bolt hole that occupies non-dimensional space and which functions as *secure shelter,* and takes the form of a 10x20 ft micro-apartment with simple florescent lighting, a mid-sized comfortable bed and small desk with integrated desktop computer/television. The Crash Pass can be used once per day, and the shelter created lasts for up to 8 hours or until the person who created the bolt hole walks back through the door to the outside world.

Construction
Requirements Craft Wondrous Items, *secure shelter*
Cost 6,400 gp (DC 24)

Cyber-Heart
Aura strong transmutation **CL** 9th
Slot cybernetic implant (heart) **Price** 80,000 gp (DC 33)
Weight 2 lbs
This cybernetic artificial heart is an occult-tech reactor capable of generating more energy than most commercial fusion plants. The device must be installed in a willing cyborg recipient, either through conventional surgery or through a *cyber surgery* spell or similar effect. Once installed in the chest cavity, it replaces the cyborg's organic heart and begins subtly augmenting her cardio-vascular system. The device is completely internal, but once the surgical incisions heal, is visible as a slowly p u l s i n g plasma chakra beneath the skin.



While the Cyber-Heart is installed, the character does not suffer negative levels for Drain and can safely withstand an unlimited amount of Drain (or number of cybernetic implants, in non-Drain campaigns). While piloting any grade of powered armor, the Cyber-Heart interfaces with the powered armor's internal batteries, giving it effectively unlimited runtime.

Construction
Requirements Craft Wondrous Items, *advanced steel, cyber surgery*
Cost 40,000 gp (DC 31)

Cyber-Heart, Mag-Lev
Aura strong transmutation
CL 12th **Slot** cybernetic implant (heart)
Price 160,000 gp (DC 36) Weight 2 lbs
A Mag-Lev Cyber-Heart functions much as the same as a standard *Cyber-Heart*, save that the device also generates a powerful electromagnetic aura around the cyborg.

The cyborg gains Electrical Immunity, and gains the ability to fly at 120 ft (good) when within one mile of large amounts of ferrous metal; this drops to 90 ft (average) in primarily natural areas.
Construction
Requirements Craft Wondrous Items, *advanced steel, cyber surgery, military flight, resist energy*
Cost 80,000 gp (DC 33)

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Cyber-Strap
Aura faint transmutation **CL** 1st
Slot varies **Price** 1,000 gp (DC 17) **Weight** negligible
This taut synth-leather band has a dull metal buckle made of the same dense poly-alloy common to external cyber armor, which is laser etched with the logo of a major cybernetics manufacturer.

The wearer can wrap this strap around any body part, occupying a body slot of their choice. This negates the Drain value of a single cybernetic implant in that approximate location. Cyborgs can place multiple Cyber-Straps at various points of their body if so desired. If the cyborg has multiple implants in the same approximate location (such as multiple body mounted organs, or multiple functions in a single arm), the Cyber-Strap negates the Drain value of the most expensive implant.

Construction
Requirements Craft Wondrous Items, *advanced steel*
Cost 500 gp (DC 15)

Dataminer
Aura strong divination **CL** 11th
Slot none **Price** 56,200 gp (DC 32) **Weight** negligible
This advanced palm top computer can do all the things that years of bad TV CSI shows have told you computers should be able to do with a photograph or fragment of data. Colorful, holographic info-windows flash in the air around the holographic keypad, providing a dizzying array of intel to the user.

The Dataminer functions as an upgraded +5 palmtop computer.

In addition, the user can use any combination of *identify, photomapping* or *reflect the camera* three times per day. Subjects to be *identified* must be first photographed by the Dataminer. Once per week, the user can use *legend lore* on a subject photographed by the Dataminer.

Construction
Requirements Craft Wondrous Items, *dataread, hacker spark, identify, legend lore, photomapping, reflect the camera*
Cost 28,100 gp (DC 29)

Eccentric DVD
Aura faint illusion **CL** 1st
Slot none **Price** 150 gp (DC 11) **Weight** negligible
Eccentric DVDs can be found for sale at both magical and mundane markets. Outwardly, it looks like a bootleg DVD in a slimline plastic case; the cover art looks a crudely Photoshopped movie poster that gets more than a few aspects of the movie wrong.

Each sunset the DVD's contents and odd cover art change. It becomes a new, randomly chosen film, probably something currently in theaters, but occasionally something older or more obscure.

Construction
Requirements Craft Wondrous Item, *silent image,* creator must be chaotic
Cost 75 gp (DC 8)

Engineer's Kit Bag
Aura faint transmutation **CL** 3rd
Slot none **Price** 2,500 gp (DC 21) **Weight** 25 lbs
This bulky Kevlar and canvas duffle bag is a dingy grey (it used to be white, probably) and is covered with command patches from dozens of different starships, some military, some civilian, some on the right side of galactic law, and some obviously illegal. From the way it rattles, half a junkyard is stuffed inside.

A character who has the Engineer's Kit Bag handy receives a +5 competence bonus on Craft (mechanical), Craft (electronic) and all Craft checks made to build or repair starships, mecha or their components. Further, each Engineer's Kit Bag has a single narrow focus and receives a +10 competence bonus on those checks with tasks related to that focus. Examples of a specific focus include:

- Communications and sensor systems
- Sublight propulsion systems
- Warp drive maintenance
- Weapons maintenance.

Construction
Requirements Craft Wondrous Items, *make whole*, creator must possess the Gear Head feat
Cost 1,250 gp (DC 18)

External Attack Barrier
Aura faint abjuration **CL** 5th
Slot neck **Price** 28,000 gp (DC 29) **Weight** 2 lbs
Resembling a wide white plastic collar slightly thicker than a man's finger, this device attaches to hard points on the neck of a cyborg with an installed neuro-computer.

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Only a creature with an Onboard Computer cybernetic implant (or similar natural device) can benefit from an External Attack Barrier. While this device is worn around the neck, the character cannot be cyber-hacked.

Construction
Requirements Craft Wondrous Items, *nondetection,* creator must have 5 ranks in Computer Use
Cost 14,000 gp (DC 27)

Gloves, Patdown
Aura faint divination **CL** 1st
Slot hands **Price** 1,000 gp (DC 17) **Weight** negligible
The finger tips of these otherwise matte black, ultra-light nylon gloves are hazard yellow.

Patdown Gloves provide the wearer with a +10 bonus on Perception checks to find or spot a concealed weapon or object hidden on another creature. These gloves do not provide a benefit on other Perception checks.

Construction
Requirements Craft Wondrous Items, creator must have 5 ranks in Perception
Cost 500 gp (DC 15)

Goggles, Combat Data
Aura strong divination **CL** 6th
Slot eyes **Price** 26,400 gp (DC 29) **Weight** 1 lb
Combat Data Goggles are bulbous yellow visors, similar to those worn by engineers and astronauts throughout the galaxy. These arcano-tech devices are programmed to assist warriors in not only taking down their enemies but also identifying xeno-tech they come across.

Combat Data Goggles provide the wearer with a +1 enchantment bonus on ranged attack rolls while worn.

Additionally, the wearer may *See Invisibility* for up to one hour per day; this power may be activated as a swift action. The duration need not be consecutive, but must be used in at least 1 minute increments per activation.

The wearer can use *Identify* once per day.

Construction
Requirements Craft Wondrous Item, *identify, see invisibility, true strike*
Cost 12,200 gp (DC 26)

Goggles, Mirrorshades
Aura faint transmutation **CL** 3rd
Slot eyes **Price** 2,800 gp (DC 21) **Weight** negligible
These wide, wrap-around, obsidian gloss sunglasses have a look that is simultaneously threateningly futuristic and vaguely retro.

While wearing Mirrorshades, the character gains a +4 luck bonus on Initiative checks in urban or artificial environments between the hours of sunset and sunrise. In addition, the character is treated as possessing the Quick Draw feat with any one handed firearm or energy weapon during these hours. Mirrorshades provide no benefit in a natural setting or during daylight hours.

Construction
Requirements Craft Wondrous Items, *cat's grace*
Cost 1,400 gp (DC 19)

Goggles, Rescue
Aura faint divination **CL** 1st
Slot eyes **Price** 2,750 gp (DC 21) **Weight** negligible

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Rescue Goggles are mirrored, red glass protective goggles that completely cover the wearer's eyes and bridge of their nose.

While wearing Rescue Goggles, the wearer benefits from a constant *deathwatch* and *detect injured* effect, both of which have a 30 ft conical area of effect.

Construction
Requirements Craft Wondrous Items, *deathwatch, detect injured*
Cost 1,375 gp (DC 19)

Goggles, Shooter
Aura faint transmutation **CL** 3rd
Slot eyes **Price** 2,400 gp (DC 21) **Weight** negligible
These polarized, yellow-tinted shooting glasses are similar to the ones worn on firing ranges and at firearms competitions throughout the world.

While wearing these goggles, the wearer can call upon their magic as an immediate action. Doing so either acts as *reload* or *clear jam* which benefits any firearm the wearer is currently wielding. Each time the Shooter Goggles' power is called upon, one of the lenses shatters, as if struck by a bullet. If only one lens is shattered, the Shooter Goggles repair themselves by the following dawn. However, if the second lens is shattered, the Shooter Goggles are destroyed.
Construction
Requirements Craft Wondrous Items, Personal and Advanced Firearms Proficiency, *reload, clear jam*
Cost 1,200 gp (DC 18)

Goggles, Storm Glasses
Aura moderate evocation **CL** 5th
Slot eyes **Price** 2,300 gp (DC 21) **Weight** negligible
These round, fashionable eye glasses have a copper frame, and occasionally crackle with static electricity or make the wearer's hair stand on end randomly.

While wearing Storm Glasses, all the wearer's successful ranged weapon attacks, including spells requiring an attack roll inflict an additional +1 point of electrical damage. This stacks with damage produced by weapons that inflict electrical base damage, as well as weapons with the *shocking* or *shocking* burst property or similar properties.

Construction
Requirements Craft Wondrous Items, *call lightning* or *lightning bolt*
Cost 1,150 gp (DC 18)

Hacker Box
Aura faint divination **CL** 3rd
Slot none **Price** 12,000 gp (DC 26) **Weight** 5 lbs
This bulky, square electronic device is the size of a small briefcase and has a grayish metal case and a small green and black monitor. Bulky plugs and connectors allow the Hacker Box to interface with virtually every sort of computer used in this galaxy.

The Hacker Box acts as a masterwork electronics kit. In addition, if the device is used in conjunction with a check, the Hacker Box provides a +10 competence bonus on Computer Use checks, or a +5 competence bonus on Disable Device checks related to electronic devices and locks.

Construction
Requirements Craft Wondrous Items, *comprehend languages, hacker spark*
Cost 6,000 gp (DC 24)

Healer's Halo
Aura moderate transmutation or divination **CL** 3rd
Slot head **Price** 2,300 gp (DC 21) **Weight** 0.5 lbs
This light golden circlet wraps around the wearer's ears and clings tightly to the base of their skull, the golden cable arcing back to form a slender crescent encircling the head.

While wearing the Healer's Halo, the character gains a +4 competence bonus on Heal checks and requires half the usual time to *treat deadly wounds* or perform *surgery.* In addition, the wearer can provide *long term care* for up to eight (8) patients per day rather than the six normally allowed.

Construction
Requirements Craft Wondrous Items, *cure light wounds or ibis' brilliance* [C]
Cost 1,150 gp (DC 18)

Kinetic Harness
Aura strong abjuration **CL** 10th
Slot body **Price** 320,000 gp (DC 38) **Weight** 5 lbs
This high-tech, chest piece is worn on a series of X-configuration nylon straps, and consists of a thick, rugged, plastic disk with a glowing energy node at the center. The disk sits between the breasts, and emits a body-wide kinetic energy field.

The Kinetic Harness projects a non-airtight forcefield around the user at all times, which provides 25 additional Hit Points which are lost first. If the forcefield is reduced to 0 HP, the Kinetic Harness goes off line and remains

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inactive for 1d4+1 days. A damaged, but not destroyed, forcefield recovers 1d6+1 Hit Points per hour of inactivity. If damaged again, the forcefield does not begin regenerating until an hour with no additional damage passes.

The wearer can redirect energy from the forcefield as a standard action to activate other features of the Kinetic Harness. Each feature functions as a spell-like ability accessible via the device, and each expends an amount of the forcefield's bonus HP, listed in parenthesis. The Kinetic Harness has the following spells accessible, and all may be used to benefit the wearer only.

- ***Bull's Strength*** (expends 8 HP)
- ***Cat's Grace*** (expends 8 HP)
- ***Haste*** (expends 12 HP)
- ***Jump*** (expends 5 HP)
- ***Military Flight*** (expends 20 HP)
- ***Resist Energy*** (force only) (expends 5HP)

Construction
Requirements Craft Wondrous Items, *bull's strength, cat's grace, haste, jump, military flight, resist energy*
Cost 160,000 gp (DC 36)

Lucky Dog Tags
Aura faint abjuration **CL** 3rd
Slot neck **Price** 1,230 gp (DC 18) **Weight** negligible
These ordinary aluminum dog tags have the holy symbol of the wearer's faith scratched crudely into one side, probably with a pocket knife in an idle moment.

The Lucky Dog Tags provide the character with a +1 resistance bonus on all saving throws. If the wearer suffers a critical hit that would reduce them to 0 HP or fewer, they can choose to destroy the lucky dog tags as an immediate action. Doing so negates the critical hit, turning it into an ordinary hit.

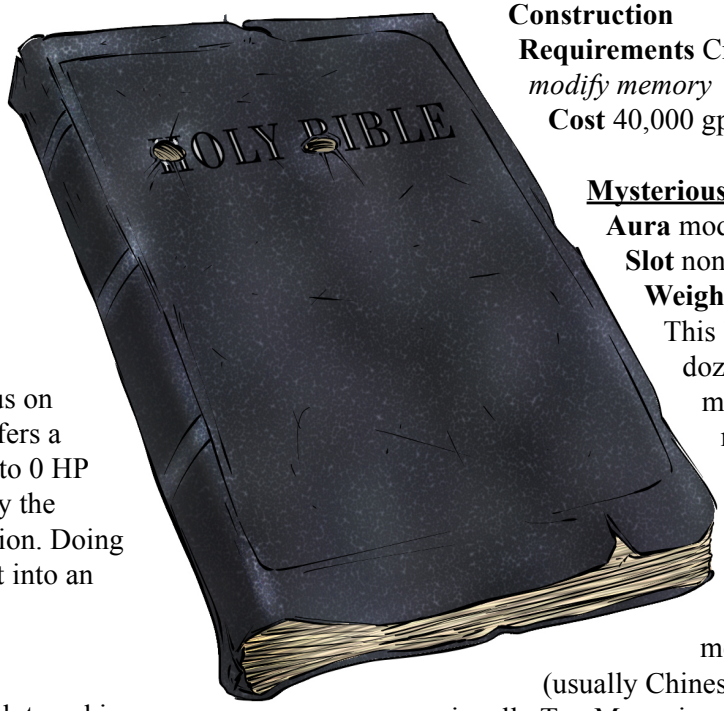
Similar Items
Lucky Scripture takes up no item slot, and is a small, military-issued pocket Bible or similar holy text. The Lucky Scripture provides a +2 resistance on all saving throws, and can be sacrificed to negate a critical hit in the same manner. Lucky Scripture has a purchase price of 2,230 gp (DC 21).

Lucky Zippo is an engraved silver Zippo lighter. It takes up no item slot, and provides a +1 resistance bonus on all saving throws. The owner can sacrifice the Lucky Zippo to force the attacker to re-roll their critical confirmation roll. The Lucky Zippo has a purchase price of 950 gp (DC 17).

Construction
Requirements Craft Wondrous Item, *shield of faith*
Cost 615 gp (DC 16)

Mindscrubber Wand
Aura strong enchantment **CL** 10th
Slot none **Price** 80,000 gp (DC 33) **Weight** 1 lb
This golden wand honestly looks more like a cheap sex toy than an occult-tech brainwashing device. A bright azure light strip runs the length of the wand, directly down the centerline of the device.

As a full round action, the user can brandish the Mindscrubber Wand, affecting all creatures in a 30 ft cone that can clearly see the wand. Creatures who fail a DC 16 WILL Save have all memory of the preceding three minutes erased, as per *modify memory.* A creature can only be affected by the Mindscrubber Wand once within any 24 hour period.



Construction
Requirements Craft Wondrous Items, *modify memory*
Cost 40,000 gp (DC 31)

Mysterious Menu
Aura moderate conjuration **CL** 5th
Slot none **Price** 6,000gp (DC 24)
Weight negligible
This looks exactly like the dozens of ordinary take out menu pamphlets stuck to refrigerator doors or kept somewhere in the kitchen of homes throughout the world. The Mysterious Menu is a cheaply printed menu flyer for a restaurant (usually Chinese or Indian cuisine, but occasionally Tex-Mex, pizza or subs) that doesn't exist.

Once per day, the Menu's owner can call the number printed and order enough ordinary food and drink for up to four people, despite the error message playing on the other end. The order arrives within 30 minutes to an hour,

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delivered by a phantasmal delivery person made of shadows, trash and dust.

Construction
Requirements Craft Wondrous Items, *open all night*
Cost 3,000 gp (DC 22)

Musician's Wallet
Aura moderate conjuration **CL** 7th
Slot none **Price** 4,000 gp (DC 23) **Weight** negligible
This slimline black leather wallet has a golden guitar design on the front, and the inner pockets are decorated with similar musical motifs.

Once per day, the wallet's owner can open the wallet to conjure any small musical accessory or replacement component for a musical instrument, such as a pair of drumsticks, new guitar or violin strings, replacement valves for a saxophone, and similar small items. If the Musican's Wallet is carried, the character gains a +2 competence bonus on Craft checks made to repair (but not create) musical instruments.

Construction
Requirements Craft Wondrous Items, *minor creation*
Cost 2,000 gp (DC 20)

Racing Gloves
Aura faint transmutation **CL** 1st
Slot hands **Price** 2,000 gp (DC 20) **Weight** negligible
Dogfighters and space-pilots swear by these grey nylon, ventilated racing gloves with a eye-catching scarlet stripe.

While wearing Racing Gloves, you receive a +2 competence bonus on most Pilot checks; when making an opposed Pilot check, this increases to a +5 competence bonus.

Construction
Requirements Craft Wondrous Items, *expeditious retreat*
Cost 1,000 gp (DC 18)

Recollect Memory Implanter
Aura strong evocation **CL** 18th
Slot none **Price** 280,000 gp (DC 37) **Weight** 500 lbs
The Recollect Memory Implanter is a massive high-tech throne, something like a futuristic cross between an electric chair and dental exam chair. These chairs often include masterwork manacles and restraints.

A willing or helpless subject placed into the RMI undergoes dramatic memory alteration. This functions as *modify memory,* save that false memories up to six months in duration can be implanted. Each hour of effort by the programmer implants memories of up to one week's duration. As always, illogical or nonsensical memories are dismissed as dreams, hallucinations or the aftereffects of drugs or alcohol.

Construction
Requirements Craft Wondrous Items, *modify memory*
Cost 140,000 gp (DC 35)

Ring, Adrenaline
Aura moderate transmutation **CL** 10th
Slot ring **Price** 8,500 gp (DC 25) **Weight** negligible
This plain silver ring has nearly invisible injection needles on the inner surface, and when the ring is twisted, they deliver a minute yet potent payload of synthetic adrenaline and short duration occult steroids.

Once per day, the wearer can twist the Adrenaline Ring to gain a +8 enhancement bonus to his STR and a +4 enhancement bonus to his CON scores for one minute. The wearer is *fatigued* for 10 minutes after this enhancement period ends.

Construction
Requirements Forge Ring, Heal 10 ranks, *bear's endurance, bull's strength*
Cost 4,250 gp (DC 23)

Ring, Bailout
Aura faint abjuration **CL** 3rd
Slot ring **Price** 6,000 gp (DC 24) **Weight** negligible
This simple, unadorned ring is made of some bright orange alien metal that gleams and flashes in the sunlight. On the hand, the plain metal band is incredibly eye-catching. Pilots covet these orange rings.

The Bailout Ring activates automatically if the wearer is involved in any vehicle or aircraft crash. Any damage inflicted by the crash is treated as non-lethal damage instead.

Construction
Requirements Forge Ring, *crash balloon*
Cost 3,000 gp (DC 22)

Ring, Flight
Aura moderate transmutation **CL**10th
Slot ring **Price** 112,000 gp (DC 34) **Weight** negligible
This heavy golden ring, emblazoned with the heraldic crest of a galactic military order or police squad, contains thousands of miles of intricate micro-circuitry and nanite-based anti-grav field emitters.

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While wearing a Flight Ring, the character benefits from a constant *military flight* effect. In addition, the ring's bodywide energy field has moderate life-support properties, and the wearer is treated as being equipped with the Space Suit special armor quality.

Construction
Requirements Forge Ring, *emergency space suit, military flight*
Cost 56,000 gp (DC 32)

Ring, Infinite Ammo
Aura faint conjuration **CL** 3rd
Slot ring **Price** 6,000 gp (DC 24) **Weight** negligible
This silver ring is studded with alternating bands of black glass along its length, giving it stripes resembling binary code.

A firearm or energy weapon wielded in the same hand as the ring is affected by the *infinite ammunition* spell, automatically refilling its cell or magazine when emptied.

Similar Items
A variety of similar items, all forged with Craft Wondrous Items, can be designed to occupy different body slots. A set of *Infinite Ammo Bracers* occupies the wrist slot, a pendant form of this gadget might occupy the neck slot, and a diadem type item or *Rambo*-inspired headband might occupy the head slot. Other possibilities, too many to list, occupy different body slots. The *Charging Holster,* described elsewhere in this sourcebook, occupies no item slot.

Construction
Requirements Forge Ring, *infinite ammunition*
Cost 3,000 gp (DC 22)

Ring, Temporal Spin
Aura moderate transmutation **CL** 10th
Slot ring **Price** 15,000 gp (DC 27) **Weight** negligible
This black metal ring holds a caged, atomic-scale singularity within a tiny magnetic bottle at its center. Twisting the ring fractionally weakens the magnetic bottle, allowing the ring's circuitry to provide tactical time warping.

The Ring of Temporal Spin allows the wearer to use any one of the following spells once per day: *fold space, haste* or *military flight*.

Construction
Requirements Forge Ring, Knowledge (physical sciences) 10 ranks, *fold space, haste, military flight*
Cost 7,500 gp (DC 25)

Ring, Unitrans
Aura faint divination **CL** 3rd
Slot ring (or other)**Price** 6,000 gp (DC 24) **Weight** negligible
The Unitrans (short for 'universal translation') ring is a common magical item; adventurers and diplomats who can afford a Unitrans Ring will always choose it over tech-based translation devices. The Unitrans Ring is made from interlaced metal cords of green steel and star-gold.

The wearer of the Unitrans Ring is considered to be under a permanent *tongues* effect. Though normally worn as finger jewelry, this item is also available as a body piercing, which occupies either the body, belt or chest slot instead of a ring slot, at the same cost. The belt slot version, which is a genital piercing, is probably the most popular, probably because the galaxy is full of perverts.

Construction
Requirements Forge Ring*, tongues*
Cost 3,000 gp (DC 22)

Sanitizing Airlock
Aura strong conjuration **CL** 10th
Slot none **Price** 60,000 gp (DC 32) **Weight** architectural feature – several thousand pounds
This airlock is marked with an inlay of gleaming jade around each hatch.

When a creature of size Large or smaller enters the air lock, it cycles in one round. The airlock emits a scentless green mist that kills pathogens and disease. Any creature within the airlock is affected as if by *remove disease,* while their skin, clothing and gear are sterilized via the *prestidigitation* spell.

Construction
Requirements Craft Wondrous Items, *remove disease, prestidigitation*
Cost 30,000 gp (DC 30)

Scan-Tac Monocle
Aura moderate divination **CL** 5th
Slot eyes **Price** 32,000 gp (DC 30) **Weight** negligible
A Scan-Tac Monocle is a high-tech, smart-glass amber lens that fits over the right eye and wraps around the back of the wearer's skull, just above the ears. When the wearer calls upon the Scan-Tac Monocle's sensory capabilities, the amber lens flashes with rapidly changing, orange and crimson data-glyphs.

The wearer can use *arcane sight* at will, save this effect only reveals information about a subject's magical weapons, magical shield and armor, and ongoing magical

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effects and auras that directly increase a creature's combat effectiveness in some manner.

In addition, the wearer can use either of the following spells, three times per day each: either *true strike* or *star ranging*.

Construction
Requirements Craft Wondrous Items, *arcane sight, star ranging, true strike*
Cost 16,000 gp (DC 28)

Shooter's Index
Aura strong divination **CL** 10th
Slot none **Price** 10,000 gp (DC 26) **Weight** 4 lbs
This phonebook-sized instructional manual is the definitive reference for both firearms and automotive mechanics. It features exactingly researched, and dizzyingly intricate illustrations of practically every gun (and classic car!) in the world, from the commonplace to the truly obscure.

After spending at least 40 hours studying the Shooter's Index, a character gains any one of the following feats as a bonus feat, chosen by the student. A character can only receive each feat once, but long study of the Shooter's Index can provide all the following feats.

- Advanced Firearms Proficiency
- Burst Fire
- Personal Firearms Proficiency
- Force Stop
- Master Crafter (either firearms or vehicles, choose only one)
- Skill Focus (Craft: mechanical or Craft: gunsmith, choose only one)
- Skill Focus (Drive)
- Weapon Focus (any single firearm of choice)

Construction
Requirements Craft Wondrous Items, creator must have Gearhead and Personal and Advanced Firearms Proficiency, and at least 10 ranks in Craft (gunsmith or mechanical)
Cost 5,000 gp (DC 23)

Silkspinner
Aura faint conjuration **CL** 5th
Slot wrists **Price** 20,125 gp (DC 28) **Weight** 2 lbs (pair)
These matched bracers are lowslung, glossy black bio-mechanical devices which rise to a shallow, hill-like crest just above the wearer's carpals when donned. A single iris-like orifice at the fore of the device glows a dim pinkish-red and continually rotates to prevent the emitter nozzle from becoming jammed.

While wearing a pair of Silkspinners, the character can use *web* at will as a spell-like ability. In addition, the wearer can use the device to produce a 50 ft length of silk rope at will as a full round action.

Construction
Requirements Craft Wondrous Items, *web*
Cost 10,063 gp (DC 26)

Space Breather
Aura moderate conjuration **CL** 5th
Slot head and belt **Price** 2,400 gp (DC 21) **Weight** 2 lbs
This slim breathing mask has a transparent visor that wraps around the face, and a durable rubber tube leading to a small oxygen pack worn on the belt. Despite the fact that the Space Breather only covers the face, it provides as much protection from the harsh conditions of space as any full environmental suit.

While wearing the Space Breather, the character is treated as wearing a Space Suit for the purpose of environmental effects (gaining all the benefits of a Space Suit's special qualities entry).

Similar Items
The ***Breathing Bevour*** is an enchanted cerami-steel bevour- a wide, convex armored collar worn around the throat, designed to protect the neck, jaw and nose. The Breathing Bevour occupies the neck slot; it can be worn independently, or with any armor with the space suit property. While the Breathing Bevour is worn, the armor's helmet shot becomes available without losing the space suit property.

A Breathing Bevour has the same costs and construction requirements as a Space Breather.

Construction
Requirements Craft Wondrous Item, *emergency space suit*
Cost 1,200 gp (DC 18)

Staff, Engineering Wrench
Aura strong transmutation **CL** 10th
Slot none **Price** 62,500 gp (DC 32) **Weight** 3 lbs
This 'staff' is a bulky, black aluminum engineer's adjustable wrench with heavy non-conductive orange grips. Proximite glyphs, printed in black on against the orange grips, offer traditional prayers to machine spirits.

The Engineer's Wrench allows the use of the following spells, each costing one or more charges. A newly created Engineer's Wrench has 50 charges.

- Century Machine
- Custom Mod

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- Electronic Inventory
- Maintenance Coffin
- Pit Crew's Speed
- Robotic Logic
- Security Corridor
- Work Around

As long as the Engineer's Wrench has at least one charge remaining, the user can use any of the following spells, which do not expend charges.

- Hard Reboot
- Recharge Droid Tools
- Reconfigure Star Droid

Construction
Requirements Craft Staff, creator must be Proximite, Free Spacer, Shipper or a similar nomadic race, *century machine, custom mod, electronic inventory, hard reboot, maintenance coffin, pit crew's speed, recharge droid tools, reconfigure Star Droid, robotic logic, security corridor, work around*
Cost 31,250 gp (DC 30)

Staff, Pilgrim's
Aura strong conjuration **CL** 9th
Slot weapon **Price** 60,300 gp (DC 32) **Weight** 5 lbs
This metal and plastic staff is molded in cold colors- futuristic shades of blue and silver. A textured rubber grip midway down the shaft includes hidden command keys and activation studs. Luminous blue crystal energy discharge projectors emit potent techno-mystical energy, and the staff's Y-shaped tip crackles with silver-blue lightning. The Pilgrim's Staff makes travel throughout the galaxy easier, and imbues a sense of cosmic wanderlust.

The Pilgrim's Staff allows the use of the following spells, each costing one or more charges. A newly created Pilgrim's Staff has 50 charges.

- Air Walk
- Atmos Field
- Boarding Lock
- Commune With Nature
- Emergency Space Suit
- Know Direction (usable at will, expends no charges to use)
- Speak With Animals (usable at will, expends no charges to use)
- Warp Envelope (1 charge per 10 light years traveled)

Construction
Requirements Craft Staff, *air walk, atmos field, boarding lock, commune with nature, emergency space suit, know direction, speak with animals, warp envelope*
Cost 30,150 gp (DC 30)

Stasis Pod, Medical
Aura strong transmutation **CL** 15th
Slot none **Price** 240,000 gp (DC 37) **Weight** 400 lbs
The Medical Stasis Pod is a plastic and transparent aluminum medical pod with a clean, antiseptic white casing. Blood red, galactically recognized medical symbols, including the Terran red cross, adorn the housing. Complex computer controls extend along one side of the bulky device.

A creature placed into the Medical Stasis Pod is placed under a *temporal stasis* effect of variable duration. The Pod can be programmed to keep the creature suspended for any duration, ranging from 24 hours to up to 5,000 years. Releasing a creature from the Pod before the duration expires requires a DC 28 Computer Use check to reprogram the device.

A creature who remains in the pod for at least 30 days benefits from a *Heal* spell.

Construction
Requirements Craft Wondrous Item, *heal, temporal stasis*
Cost 120,000 gp (DC 34)

Stasis Pod, Re-Edu
Aura strong enchantment and transmutation **CL** 18th
Slot none **Price** 498,000 gp (DC 39) **Weight** 800-1,200 lbs
A prisoner placed in this ice-rimed stasis pod is kept in cryo-suspension for years, even decades, while subconscious mental reorganization takes place in the prisoner's slumbering mind.

Each year a creature remains in a the Re-Edu Stasis Pod, they are subject to a new *geas* placed upon them by the person who placed them into the pod and programmed its function. All geas are programmed when the prisoner is interred, and cannot be changed thereafter. There is no limit to the number of *geas* that can be placed, and the prisoner receives no saving throw. No geas is placed until the prisoner has spent at least a year in the Re-Edu Stasis Pod.

Normally, the first *geas* placed is a command to refrain from whatever crime caused the cryo-stasis sentence. After this first *geas* is placed, rather than additional *geas*, the programmer can chose to perform the following variant

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mental modifications in place of one or more additional *geas*:

- Provide the prisoner with 1d4 ranks in a skill of the user's choice they have no ranks in.
- Provide the prisoner with a new feat of the user's choice.
- Implant the ability to speak and read a language of the user's choice.

Construction
Requirements Craft Wondrous Item, *geas/quest, temporal stasis*
Cost 249,000 gp (DC 37)

Teaching Cube
Aura faint transmutation **CL** 3rd
Slot Price 6,000 gp (DC 24) **Weight** 2 lbs
This intricate bronze cube is about the size of a ripe orange. When the device is opened, it displays a high-resolution holo-file, providing comprehensive knowledge on one particular subject of choice.

By studying a Teaching Cube for 8 hours and making a successful DC 12 INT check, a character gains 1 rank in the skill the Teaching Cube specializes in. A character can only benefit from a particular Teaching Cube once, though multiple creatures can all learn from the same cube.

Teaching Cubes placed as treasure usually cover a randomly chosen skill. The most common random Teaching Cubes cover the following skills, though if you can find one, there are Teaching Cubes for every skill, no matter how obscure. Rarer Teaching cost a premium, however.

Construction
Requirements Craft Wondrous Item, creator must have 5 ranks in taught skill
Cost 3,000 gp (DC 22)

1 Craft (mechanical)	6 Knowledge (local)
2 Craft (electronic)	7 Knowledge (religion)
3 Disable Device	8 Linguistics
4 Knowledge (art)	9 Pilot
5 Knowledge (civics)	10 Survival

Test Drive Keychain
Aura moderate conjuration **CL** 7th
Slot none **Price** 11,200 gp (DC 26) **Weight** negligible
This ordinary key fob is attached to a high-tech little remote starter and alarm button. In addition to the expected buttons for a device of that type, there's a glowing blue button with an odd occult glyph dead center on the remote.

Once per day, the wielder can summon an automobile, motorcycle or light truck or SUV, as per the spell, *ghost chassis*. All vehicles created by this device are the same blue color as the remote's glowing button, and all are painted in corporate livery (for a non-existent business) that incorporates the conjuring glyph in the logo.

Similar Items
Many variants of this item exist, created by different gear-head working mages. The ***Commuter's Keychain*** can conjure only 2-door automobiles with rather average performance, but can do so in any color or style desired. The ***1% Keychain*** only summons American or British heavy motorcycles, maybe the occasionally Harley Davidson trike. Other variants exist, and all variants have similar costs and construction requirements.

Construction
Requirements
Cost 5,600 gp (DC 24)

Velocity Mode Cog
Aura strong conjuration **CL** 10th
Slot none **Price** 65,000 gp (DC 32) **Weight** 5 lbs (inactive)
This fist-sized metallic sphere is geometrically perfect, yet instead of a single forged orb of metal, it is composed of countless tiny gears and shifting components which never stop moving yet never lose their perfectly spherical configuration.

The Velocity Mode Cog can be inserted into any grade of Powered Armor to give the armor a new capability. The Velocity Mode Cog can not be placed in temporary Powered Armor, such as that created by the *call powered armor* spell nor by similar effects. Once inserted in Powered Armor, it requires a DC 35 Craft (mechanical) check to remove the Cog. If the Powered Armor is destroyed, the Cog appears in an open square adjacent to the destroyed armor.

Once the Velocity Mode Cog is inserted, the Powered Armor's pilot can initiate Velocity Mode as a swift action. While in Velocity Mode, the wearer and her armor compress painlessly into a spherical shape; the only action other than movement the wearer can take is to end the Velocity Mode as a swift action.

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While in Velocity Mode, the wearer's base landspeed is increased by x4, ignoring the reduction for wearing heavy armor (so a base land speed of 30 ft becomes 120 ft), and the wearer gains access to the Run feat. The wearer can ignore the effects of up to 20 ft of difficult terrain while moving in Velocity Mode.

Special: A creature with the Battlechanger subtype can insert the Velocity Mode Cog into their own anatomy, rather than a suit of powered armor, gaining the item's benefit as an innate ability.

Construction
Requirements Craft Wondrous Items, *call powered armor, haste*
Cost 32,500 gp (DC 30)

Wayfarer's Pack
Aura strong conjuration **CL** 11th
Slot none **Price** 72,400 gp (DC 33) **Weight** 5 lbs (empty)
This durable aluminum and nylon traveller's backpack is an unremarkable smoky blue-grey, and includes a huge main storage compartment, multiple zippered waterproof compartments, and an attachment frame that can easily stow a bedroll.

The Wayfarer's Pack functions identically to a *handy haversack.* In addition, the Pack's owner can use the *traveler's passport* spell up to twice per day, and may use the *pirate's registration* spell to affect a vessel she is traveling upon once per week.

Construction
Requirements Craft Wondrous Items, *secret chest, traveler's passport, pirate's registration*
Cost 36,200 gp (DC 30)

Wondrous Array (various items)
Aura faint transmutation **CL** 3rd
Slot varies (see chart) **Weight** negligible to 2-3 lbs maximum
"Wondrous Array" is a collective term for an endless variety of skill-enhancing magic items found throughout the multiverse. These trinkets all enhance a particular skill or pair of skills, and take the form of objects common in the modern world. You might find an enchanted necktie, magically enhanced smartphone, lucky pair of athletic shoes, occult sunglasses, blessed key chains, or ensorcelled modern clothing in a variety of styles. If you wish to randomly build minor skill-enhancing wondrous items, roll the indicated dice on the following chart and see what you come up with.

All of the items built as part of a Wondrous Array are crafted with Craft Wondrous Items, and require the use of any 2nd level ability score enhancing spell, such as *bull's strength* or *cat's grace,* which relates to the key ability score for the skill to be enhanced. All items have a construction cost roughly half the base price.

Wondrous Array Type and Item Slot (d12)		
1 necktie or scarf (neck slot)	**2** upper body clothing (shirt, jacket, blouse, ect) (body shot)	**3** lower body clothing (skirt, trousers, shorts) (belt slot)
4 glasses or goggles (eyes slot)	**5** holy symbol necklace (neck slot)	**6** ring or bracelet (ring or wrist slot)
7 shoes or footwear (feet slot)	**8** enhanced +2 smartphone or palmtop computer (no slot, increase purchase price by 25%)	**9** tool kit associated with skill (no slot, increase purchase price by 25%)
10 ball cap or similar hat (head slot)	**11** key chain fob (no slot, increase purchase price by 25%)	**12** gloves (hand slot)
Competence Bonus to Skill and Item Price (d12)		
1-2 provides +2 bonus (400 gp)	**3-4** provides +3 bonus (900 gp)	**5-6** provides +4 bonus (1,600 gp)
7-8 provides +5 bonus (2,500 gp)	**9-10** provides +6 bonus (3,600 gp)	**11-12** provides a bonus on two skills; roll twice and combine pricing
Skill Enhanced (d12)		
1 Craft, Knowledge or Perform (choose any one of choice)	**2** Climb	**3** Computer Use
4 Heal	**5** Diplomacy	**6** Spellcraft
7 Acrobatics	**8** Bluff	**9** Perception
10 Stealth	**11** Survival	**12** Use Magic Device

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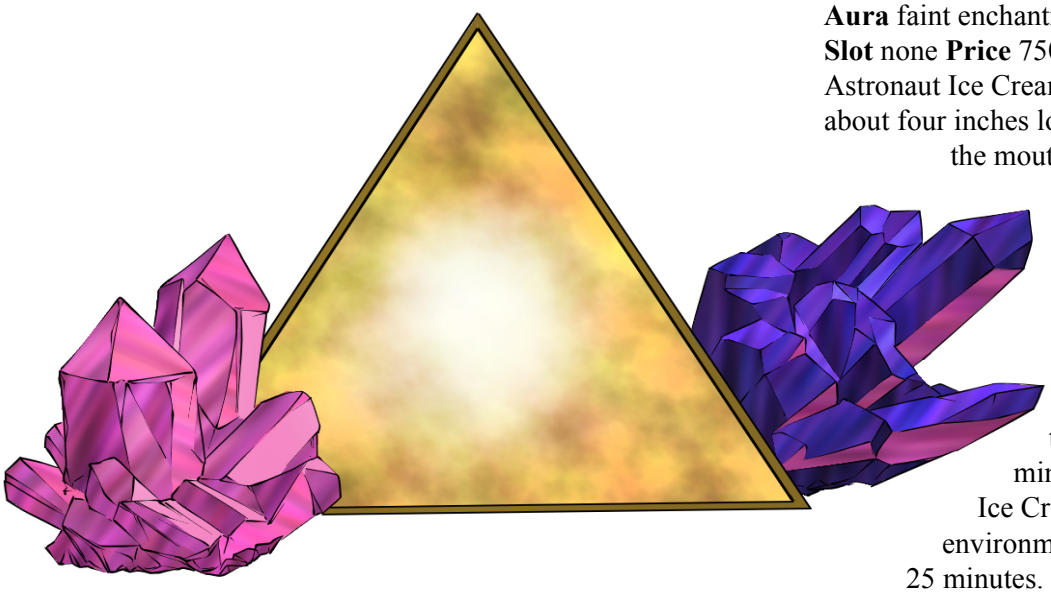

Consumable Items

(Cn) indicates a Consumable item

Anthro-Gen Mutagen (Cn)
Aura moderate transmutation **CL** 7th
Slot none **Price** 1,100 gp (DC 18) **Weight** 1 lb
This powerful mutagen glows a pale blue, like a clear summer sky. The mutagen's injector is kept in a relatively heavy, refrigerated metal tube until the chemical is needed. A QR code stamped into one end of the cylinder provides full data on the mutagen, safety precautions and prescriptions for use when scanned.

After injecting the Anthro-Gen Mutagen, a character becomes unconscious for 2d6 hours, during which time they are transformed into an Anthro as per the *trans-furmation* spell.

This mutagen can be injected into a willing target as a full round action. If the target is not bound or otherwise helpless, it requires a melee attack (with the needle acting as an improvised weapon) to inject the chemical. In either case, an unwilling target gains a FORT Save to resist the mutagen's effect.

Construction
Requirements Brew Potion, *trans-furmation*
Cost 550 gp (DC 15)

Astronaut Ice Cream (Cn)
Aura faint enchantment **CL** 5th
Slot none **Price** 750 gp (DC 17) **Weight** negligible
Astronaut Ice Cream comes in a vacuum-sealed, foil tube about four inches long and is designed to be squeezed into the mouth of a hungry spacer, no matter his species or phenotype. Astronaut Ice Cream comes in a variety of flavors, from old Earth standards like vanilla and chocolate to truly intriguing alien flavors.

Eating Astronaut Ice Cream provides the user the benefit of *Good Hope* for 5 minutes after consumption. If Astronaut Ice Cream is used in a zero gravity environment, the effect's duration is extended to 25 minutes.

Construction
Requirements Brew Potion, *good hope*
Cost 375 gp (DC 14)

Battlechanger Nanites (Cn)
Aura moderate transmutation **CL** 7th
Slot none **Price** 1,050 gp (DC 18) **Weight** negligible
This hollow polymer pyramid is semi-transparent, allowing you to glimpse the thin, glittering golden liquid within. When gripped firmly in hand, the pyramid's edges instantly transform into injectors, rushing the liquid within into the user's bloodstream.

When the Battlechanger Nanites are injected, the user gains the Battlechanger subtype and gains the ability to speak and read one Battlechanger dialect of choice (often Tech-FG or Tech-EM). The user can now choose feats and traits restricted to Battlechangers.

Special: Only living creatures with discernable anatomies may utilize Battlechanger Nanites.

Construction
Requirements Brew Potion, *metamorphic adaptation*
Cost 525 gp (DC 15)

Cyber-Polish (Cn)
Aura faint transmutation **CL** 3rd
Slot none **Price** 1,200 gp (DC 18) **Weight** 2 lbs
This small silver tin is intricately machine-printed with ornate gears in a rainbow of colors. Within is a slimy, translucent milky-white polish that smells like high-grade machine lubricant and silicon.

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Each tin of Cyber-Polish contains enough for four applications to a Small or Medium creature.

When used by any creature with the Cyborg subtype, it restores 2d6+3 HP to the creature, and removes the *broken* condition from any implanted cybernetic systems. If the creature is Large or larger, it requires an additional dose per size category past Medium to achieve the same effect. Cyber-Polish has no effect if used by a creature without the Cyborg subtype.

Construction
Requirements Brew Potion, *make whole*
Cost 600 gp (DC 16)

Dehydrated Feast (Cn)
Aura strong conjuration **CL** 11th
Slot none **Price** 3,300 gp (DC 22) **Weight** negligible
A tiny silver foil-wrapped cube of *nutri-matter* explodes into a delicious seven course banquet when placed on a level surface, sprinkled with water and exposed to mild heat. The dehydrated feast includes tasty entrees, luscious deserts and rare delicacies from a dozen worlds.

The Dehydrated Feast functions as a *Heroes' Feast*, save it requires only a full round action to prepare.

Construction
Requirements Craft Wondrous Items, *heroes' feast*
Cost 1,650 gp (DC 20)

Demographic Card (Cn)
Aura faint transmutation **CL** 5th
Slot none **Price** 550 gp (DC 15) **Weight** negligible
This magic item is a small, high-quality bond paper card with an image of a particular kind of person printed on it. The person depicted is as blankly and non-threateningly attractive as a stock photograph, and the text printed on the card has a slick, corporate look to it.

While carrying the Demographic Card, the wielder can tear the card to gain a +10 bonus on all Bluff and Diplomacy checks made against a specific demographic group, depicted by the person on the card for one hour or until the torn Demographic Card is discarded. This demographic can be gender (all males, all females), racial or ethnic (Hispanic, African American, Japanese, ect) or species based (Elves, Free Spacers, creatures with the Mutant subtype, ect).

Construction
Requirements Craft Wondrous Items, *glibness*
Cost 275 gp (DC 13)

Dino Disk (Cn)
Aura moderate conjuration **CL** 11th
Slot none **Price** 3,300 gp (DC 22) **Weight** negligible
Dino Disks are thin plastic wafers wrapped in a foil wrapper printed to look like dinosaur leather. Unwrap, toss (as a standard action) and summon some prehistoric behemoths to wreak a little havoc.

Using the Dino Disk summons either a single *Triceratops*, or 1d4+1 *Anklyosaurs*, or 2d4+1 *Deinonychus*. The summoned creature (s) serves the user for 1 minute or until slain.

The Dino Disk displays a holographic image of the type of creature it summons, and a specific Dino Disk can only summon creatures of that type (either a *Triceratops*, some *Ankylosaurs* or some *Deinonchyus*).

Construction
Requirements Craft Wondrous Item, *summon monster VI*
Cost 1,650 gp (DC 20)

Fuelon Crystal (Cn)
Aura faint evocation (least & lesser) or moderate evocation (greater)
CL 1st (least), 3rd (lesser) or 8th (greater)
Price 150 gp (DC 11) *least*750 gp (DC 17) *lesser* 1,800 gp (DC 20) *greater*
Slot none **Weight** 5-40 lbs (5d8 lbs)
In its natural state, Fuelon is an iridescent purple-red crystal that glows brightly with its own strange internal light. Battlechangers ingest raw Fuelon crystals, either by swallowing them (in the case of Battlechangers with humanoid lips) or by inserting the crystals into a special fueling port somewhere on their body, often on the chest plate or forearm. Fuelon deposits naturally occur in several planets across the galaxy, including in remote locations on Earth and throughout the Solar System!

A *least Fuelon crystal* is grape-sized and restores 1 point to a Battlechanger's Fuelon pool when consumed.

A *lesser Fuelon Crystal* is roughly softball-sized and restores 1d4+1 points to a Battlechanger's Fuelon pool when consumed.

A *greater Fuelon Crystal* is roughly basketball-sized, and restores 3d6 points to a Battlechanger's Fuelon pool when consumed.

Construction
Naturally occurring, albeit rare mineral.

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G-Pill (Cn)
Aura faint abjuration **CL** 2nd
Slot none **Price** 100 gp (DC 10) **Weight** negligible
Most starships keep a bottle of these black and pink gel-caps in their first aid locker.

For 1d4 hours after taking a G-Pill, the character is treated as being under the effects of *grav acclimation,* and is considered to have the Zero G Training feat.

Construction
Requirements Brew Potion, *grav acclimation*
Cost 50 gp (DC 7)

Nutri-Bar (Cn)
Aura faint transmutation **CL** 1st
Slot none **Price** 25 gp (DC 4-5) **Weight** negligible
This high-calorie ration bar comes in a plethora of flavors.

A character who eats a Nutri-Bar removes the *fatigued* condition. This item has no effect on more severe conditions.

Construction
Requirements Brew Potion, *re-energize*
Cost 13 gp (DC 3)

Pseudo-Skin Helmet (Cn)
Aura none (magic aura) **CL** 13th
Slot none **Price** 5,050 gp (DC 23) **Weight** 5 lbs
This magic item functions all but identically to the *pseudo-skin mask,* save that when deactivated, the device reveals itself as a surprisingly bulky helmet that slides apart to reveal the wearer's true face. The extra bulk is shockingly powerful occult chemical explosive. Anybody near this thing's in for a big surprise!

The Pseudo-Skin Helmet functions identically to the *pseudo-skin mask*, save that it detonates explosively 2 rounds after it is removed or its duration expires. The explosion inflicts 13d6 fire damage to everything in a 30 ft radius (REF DC 21 half).

Construction
Requirements Craft Wondrous Items, *alter self, delayed blast fireball, magic aura*
Cost 2,525 gp (DC 21)

Pseudo-Skin Mask (Cn)
Aura none (magic aura) **CL** 5th
Slot head **Price** 500 gp (DC 15) **Weight** negligible
This advanced rubbery mask feels like human skin, even has warmth, and once applied, it forms a perfect disguise. Once the Pseudo-Skin Mask is peeled away, it rapidly decomposes.

The Pseudo-Skin Mask functions as *alter self,* changing only the character's facial features, while the wearer simultaneously benefits from a *magic aura* effect that makes the mask itself read as non-magical, and the wearer read as any alignment of their choosing. These effects remain active for one hour, until the wearer removes the mask, or until the wearer suffers 5 or more points of acid or fire damage.

Construction
Requirements Craft Wondrous Items, *alter self, magic aura*
Cost 250 gp (DC 13)

Revelator Cigarettes (Cn)
Aura moderate divination **CL** 5th
Slot none **Price** 5,400 gp (DC 24) *(pack of 12)* **Weight** negligible
Revelator brand cigarettes are a cheap hardpack with a colorful, mostly blue and yellow package depicting John the Revelator praying with hands loosely clasped, in the style of an ancient illuminated manuscript. The mundane brand is….*popular* isn't the right word, because they taste like shit, but Revelators are found in the pockets of soldiers throughout the Multiverse due to their cheap price and omnipresence on PX/BX shelves. The occult version's even more popular if you can find it.

When unopened, each package contains 12 Revelators, and each Revelator can be smoked for up to 10 rounds or until extinguished. Lighting or extinguishing a Revelator is a standard action, but dropping it, or continuing to smoke is a free action.

Each round the character smokes a Revelator he or she is treated as if possessing the *Trap Sense* Rogue class feature; if the character already has this ability, he gains a +4 competence bonus on Perception checks to spot traps. However, each round a Revelator is smoked, the character suffers 1d6 points of damage, which cannot be prevented.

Construction
Requirements Craft Wondrous Items, *clairaudience/clairvoyance*
Cost 2,700 gp (DC 21)

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Shockflash (Cn)
Aura strong evocation (electrical) **CL** 11th
Slot neck or wrist **Price** 3,300 gp (DC 22) **Weight** negligible
The Shockflash is a coin-sized, flattened silver star with a slender lens of amber crystal at the center. Lightning crackles endlessly within this delicate disk, as if trapped in the glass itself. The Shockflash is worn on a black polymer 'smart-cord' that can reconfigure itself into either a bracelet or a necklace, with just a few tugs in either direction.

By shattering the pale golden glass at the center of the Shockflash as a move-equivalent action, the wearer benefits from the *electrocutie* spell with an 11 round duration.

Construction
Requirements Craft Wondrous Items, *electrocutie*
Cost 1,650 gp (DC 20)

Spacer's Duct Tape (Cn)
Aura faint transmutation **CL** 1st
Slot none **Price** 350 gp (DC 14) **Weight** 1 lb
There's a lot of low-rent trader starships out there held together with duct tape and hope. This roll of silvery duct tape has enough tape for 2d12 applications. Each application of Spacer's Duct Tape transforms a temporary repair into a permanent one, provided it is applied before the jury rigging's useful life expires.

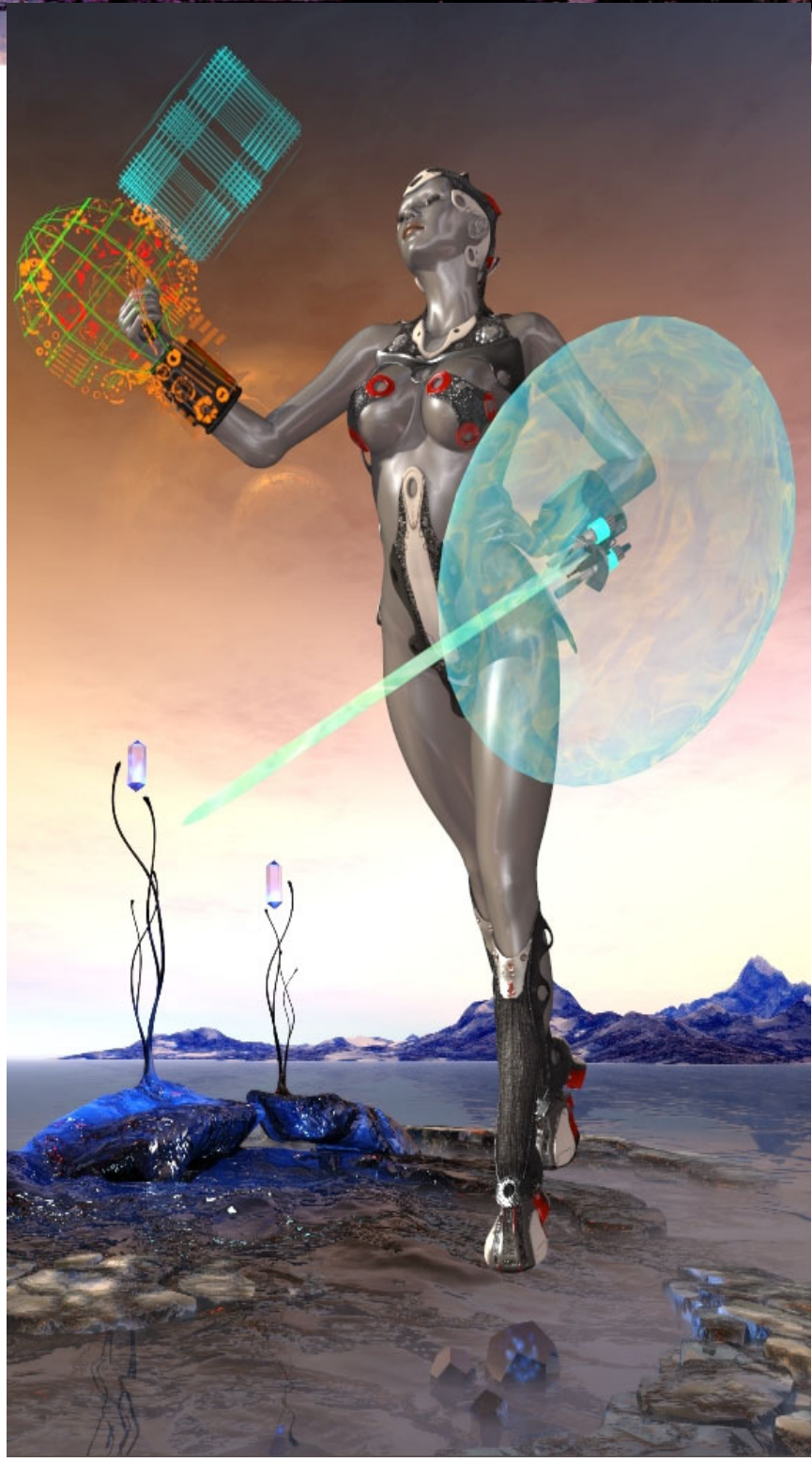
However, there is a 25% chance that a repair will fail spectacularly 2d6 days after the duct tape is applied. If a second application of Spacer's Duct Tape is placed upon the repair, there is no failure chance.

Construction
Requirements Craft Wondrous Items, *work around*
Cost 175 gp (DC 11)

Spark Core (Cn)
Aura strong conjuration **CL** 11th
Slot none **Price** 13,300 gp (DC 27) **Weight** 5 lbs
The Spark Core is a marble-sized perforated sphere of gunmetal grey alloy enclosing a small yet intensely bright micro-star. Within the tiny fusion furnace at the device's heart, a complete assembly protocol and AI matrix is stored as pure light.

When the Spark Core is placed atop or inside a mostly metal, plastic or polymer object weighing at least one ton, it begins creating a new robotic lifeform via the *mecha genesis* spell. The creation mass used can be scrap, a vehicle, raw materials, or virtually anything else of appropriate composition and mass. Over the next hour, bright energy discharges shape the raw material into a new robotic lifeform of a type decided by the Spark Core's creator at the time of creation.

Special: The Spark Core can be used as an improvised and highly potent explosive. The device has Hardness 20 and 50 HP, and is immune to Fire and Electrical damage. If destroyed, the device detonates, inflicting 20d6 damage to a 100 ft radius (REF DC 20 half). Half the damage is fire, the other half is electrical. The blast radius is considered a



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moderately radioactive environment for 1d6 days after the explosion.

Construction
Requirements Craft Wondrous Items, creator must be a member of a robotic race, *mecha genesis*
Cost 6,650 gp (DC 24)

Star Shot Adaptor (Cn)
Aura faint transmutation **CL** 1st
Slot none **Price** 325 gp (DC 14) **Weight** negligible
This tubular, silver and black plastic tube resembles a silencer, and attaches to the projector or barrel of an energy weapon in a similar manner. Once attached, glowing circuitry on the Star Shot Adaptor lights up as the gadget synchs to the energy weapon.

Once attached, the Star Shot Adaptor cannot be removed without destroying it. The next 2d6 shots made by the attached energy weapon have their range increment increased by x10 when fired in space or zero-g conditions, as per the spell *star ranging.* When the gadget's power is expended, it flakes away like glowing ash, freeing the attached weapon.

Construction
Requirements Craft Wondrous Items, *star ranging*
Cost 163 gp (DC 11)

Survival Pamphlet (Cn)
Aura faint divination **CL** 1st
Slot none **Price** 75 gp (DC 8) **Weight** negligible
This military-issue pamphlet is printed on glossy, durable paper and provides a surprising wealth of information about surviving in a particular hostile environment. Different pamphlets detail what to do if you're stranded in the desert, the forest, the mountains, or virtually anywhere else.

If a character spends at least 10 minutes studying the Survival Pamphlet, they gain a +5 competence bonus on Survival checks in the pamphlet's specific environment for 24 hours.

Construction
Requirements Scribe Scroll, either *detect animals and plants* or favored terrain class feature
Cost 38 gp (DC 6)

Magical Armor and Clothing

Ambassador's Mantle
Aura strong transmutation **CL** 5th
Slot body and shoulders **Price** 18,500 gp (DC 28) **Weight** 2 lbs
This long, slender robe is made of fine blue *xeno-silks,* accented with a high golden collar that explodes like a sunburst off the shoulders. A stylized sun and planet design is stitched between the breasts. While wearing the Ambassador's Mantle, the character's forehead enlarges slightly, symbolizing intelligence and wisdom.

While wearing the Ambassador's Mantle, the wearer receives a +4 enhancement bonus to her INT Score, as per the spell *Fox's Cunning.* The wearer adds her INT modifier as an untyped bonus on Diplomacy and Sense Motive checks while wearing the Mantle.

Construction
Requirements Craft Wondrous Item, *eagle's splendor, fox' cunning*
Cost 9,250 gp (DC 25)

Anti-Tech Mesh
Aura moderate conjuration **CL** 8th
Slot armor **Price** 36,700 gp (DC 31) **Weight** 5 lbs
This well tailored chainmail tunic is forged from durable carbon fiber rings over a Kevlar undershirt, lacquered a rich, metallic red.

Anti-Tech Mesh is **+1 construct-defiant polychain.** While wearing this armor, enemies do not benefit from high-tech bonuses to hit the wearer, such as from modern targeting systems or cybernetic implants designed to increase accuracy.

Similar Items
Type Zero Anti-Tech Mesh lacks the *machine invisibility* feature, and is simply **+1 construct-defiant polychain**. It has a purchase price of 5,250gp (DC 24). This cheaper version of the armor is significantly more common.

Construction
Requirements Craft Magic Arms and Armor, *machine invisibility, summon monster I*
Cost 18,350 gp (DC 28)

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Armor Skin
Aura moderate conjuration and transmutation
CL 10th
Slot armor **Price** 62,000 gp (DC 32) **Weight** 5 lbs
This glossy black leather jacket is cut in a futuristic fashion, and has long sleeves that hang down low over the wearer's hands. A stiff, high collar protects the throat and conceals the wearer's lower lips when zipped tight. Angular snap closures on the jacket's breast firmly seal the jacket around the chest.

Armor Skin is a **+4 buff coat.**

Once per day, as a standard action, the wielder can summon a set of flight capable *+1 grade I powered armor* around himself. The armor has a flight speed of 500 ft (good) and has the faceted, ebony lines of a stealth bomber. The armor remains for up to 10 minutes or until the wearer dismisses it.

Construction
Requirements Craft Magic Arms and Armor, *call powered armor, military flight*
Cost 31,000 gp (DC 30)

Black Agency Catsuit
Aura faint transmutation and illusion **CL** 5th
Slot armor **Price** 8,250 gp (DC 25) **Weight** 14 lbs
This tightly fitted leather and Kevlar body sleeve is a mid of matte and gloss segments. Multiple holsters, ammunition pockets and carryalls spread throughout the body make the armor a practical choice for adventurers and secret agents. That's not even taking the zip-down cleavage and the way the leather hugs the contours of the wearer's body into account…

The Black Agency Catsuit is a set of **+2 slick, studded leather of shadow.**

Special: Female wearers gain the benefit of the Super Kawaii feat while the armor is worn, and the armor is considered to have the *Near Nudity* armor property.

Construction
Requirements Craft Magic Arms and Armor, *eagle's splendor, grease, invisibility, silence*
Cost 4,125 gp (DC 23)

Bracer, Cloaking
Aura moderate illusion **CL** 10th
Slot wrists **Price** 47,000 gp (DC 31) **Weight** 2 lbs
This durable polymer and titanium bracer has a simplified control touchscreen on its underside, allowing the wearer to become invisible with just a touch of an icon.

The Cloaking Bracer is a **+1 bracer.**
Up to three times per day, the wearer can use *greater invisibility* with a duration of up to one minute or until the control is pressed again. The Cloaking Bracer cannot make

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the wearer invisible within five minutes of a prior activation.

Construction
Requirements Craft Magic Arms and Armor, *greater invisibility*
Cost 23,500 gp (DC 29)

Brawler's Wear
Aura faint transmutation **CL** 10th
Slot armor **Price** 20,500 gp (DC 28) **Weight** negligible
For women, this outfit consists of a dark spandex sports bra and matching boyshorts, with a strange red glyph between the breasts and another on the hip. For men, the outfit is a set of long ebony spandex shorts with a single glyph worn centered on the waist, at the belt line. In either case, once the Brawler's Wear is donned, the wearer's physique becomes visibly harder and more chiseled. A set of Brawler's Wear switches seamlessly between gender configurations when donned by a new wearer.

Brawler's Wear is a set of **+2 brawling battle lingerie.** Once per day, as an immediate action, the wearer can call upon the armor's magic to gain a +4 enhancement bonus to their STR score for one minute.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength*
Cost 10,250 gp (DC 26)

Brute Pauldrons
Aura faint transmutation **CL** 6th
Slot shoulders **Price** 24,000 gp (DC 29) **Weight** 10 lbs
These bulky, heavily armored shoulder pads are donned and worn much like football padding. These pauldrons are dense, pitted and battle worn aluminum/titanium plates, and whatever colors they were once painted in, their colors have been scraped and sun faded to puzzling illegibility.

While Brute Pauldrons are worn, the character gains a +4 enhancement bonus to their STR score, and reduces the armor check penalty for any Medium or Heavy armor worn by -2.

Construction
Requirements Craft Wondrous Items, *bull's strength*
Cost 12,000 gp (DC 26)

Captain's Cap
Aura faint transmutation **CL** 3rd
Slot head **Price** 2,800 gp (DC 21) **Weight** negligible
Similar caps are issued to line officers in all the major galactic militaries, particularly those honored for extraordinary frontline service. A Captain's Cap is a stark black and white military cap with an official crest in gold on the center, above the brim, and intricate golden braidwork on the brim. They are similar to military caps worn by officers since sentients started organizing into armies and navies.

Wearing the Captain's Cap provides a +2 insight bonus on Initiative checks made when piloting or commanding a medium-weight or heavier starship. The cap provides a +4 competence bonus on Pilot checks made to command a medium-weight or heavier starship as well as a +2 competence bonus on Diplomacy and Intimidate checks.

Construction
Requirements Craft Wondrous Items, *eagle's splendor*
Cost 1,400 gp (DC 20)

Casting Assist Dress
Aura strong evocation **CL** 12th
Slot armor **Price** 114,000 gp (DC 34) **Weight** 2 lbs
This elaborate, futuristic educational uniform is a crisp, almost metallic white. The men's uniform consists of pleated slacks, the women's a simple skirt that hangs to just beneath the knee. The top is a zippered blazer with double-breasted color- the white of the Casting Assist Dress is broken by large blocks of black, which resembles circuit diagrams. These panels glow a pale blue when charged with arcane power.

The Casting Assist Dress is a **+3 school uniform.**

Special: The Casting Assist Dress is designed specifically to augment the spellcasting abilities of a Modern Spellcaster. Only a Modern Spellcaster can gain the following additional benefits from this magic item.

While wearing the Casting Assist Dress, a Modern Spellcaster gains a +4 equipment bonus on concentration checks.

By activating the Casting Assist Dress by expending 5 Spell Points, the wearer can allow the Casting Assist Dress to maintain concentration on an ongoing spell for one round; after this period, the caster may resume concentration himself (if duration remains) or allow the spell to lapse. Additionally, by expending 10 Spell Points to activate the dress, the wearer can improve the dress'

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equipment bonus on concentration checks to +10 for one round.

Finally, the wearer may place up to 20 Spell Points into the Casting Assistance Dress and store them indefinitely, or until retrieved as part of the action of casting a spell, as per the *arcane capacitor* spell.

Construction
Requirements Craft Magic Arms and Armor, creator must be a modern spellcaster, *arcane capacitor*
Cost 57,000 gp (DC 32)

Circuit Surge Armor
Aura moderate abjuration **CL** 11th
Slot none **Price** 60,000 gp (DC 32) **Weight** negligible
This gleaming silver armor is an intricate web of printed memory-metal circuits that stretches from the wearer's throat to the ends of their fingers and toes. The armor barely covers genitals and vital areas but reveals most of the wearer's body beneath the metal.

Circuit Surge Armor is treated as a **+1 second skin of improved electrical resistance.** While wearing the armor the wearer can fire a blast of electricity, at will, as an attack action.

- ***Electrical Blast*** – 2d6 electrical – 20/x3 crit – 50 ft range increment

Attackers do not benefit from any form of computer-aided targeting or guidance system when making ranged attacks against a character wearing Circuit Surge Armor.

Construction
Requirements Craft Magic Arms and Armor, *machine invisibility, resist energy*
Cost 30,000 gp (DC 30)

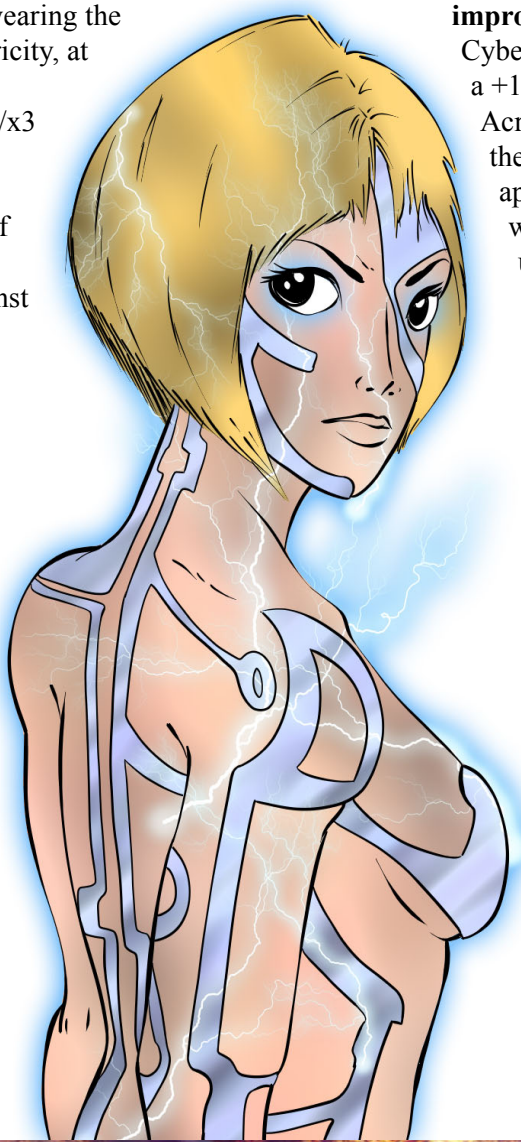
Commando Armor
Aura strong illusion **CL** 15th
Slot armor **Price** 54,750 gp (DC 32) **Weight** 25 lbs
This tightly fitted set of matte black Kevlar and genetically modified spidersilk body armor is designed for maximum stealth and silence. The hard armor plates protecting the chest and spinal column are ergonomically designed, as are the carry-all equipment pouches built into the breast plate and hips.

Commando Armor is a **+3 expeditious military ballistic vest of greater shadow.**

Construction
Requirements Craft Magic Arms and Armor, *expeditious retreat, invisibility, silence*
Cost 27,375 gp (DC 29)

Cyber-Ninja's Armor
Aura moderate transmutation and abjuration **CL** 10th
Slot armor **Price** 85,000 gp (DC 33) **Weight** 90 lbs
This sleek, matte black and grey set of powered armor is intricately machined with very few large, unbroken armor pieces. Instead, thousands of individual, armored tessarae work together to provide both defense and unimpeded mobility. The helmet is fully enclosed with a slender optics band providing a full-spectrum view of the outside world, but reveals nothing about the wearer's race, gender or even species. The aerodynamic helmet includes a voice-changer system for even greater anonymity.

The Cyber-Ninja's Armor is a set of **+2 creeping grade-I powered armor of improved shadow.** While wearing the Cyber-Ninja's Armor, the character gains a +10 competence bonus on Stealth and Acrobatics checks made to jump, and the armor's check penalty does not apply to either of these skills. While wearing this armor, the character is under the effects of a constant *non-detection* spell.



Construction
Requirements Craft Magic Arms and Armor, *invisibility, jump, non-detection, silence*
Cost 42,500 gp (DC 31)

Datadress
Aura faint abjuration **CL** 3rd
Slot armor **Price** 41,000 gp (DC 31) **Weight** negligible
The Datadress is an expertly tailored, stunningly sexy neon-bright synthetic party dress- the epitome of futuristic club fashion. A faint electromagnetic aura surrounds the Datadress at all times, interacting with the planetary data-sphere and occasionally activating holo-

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windows either on the smart-fiber surface of the dress or in the air nearby; the Datadress glows with its own bright, internal luminescence.

The Datadress is a **+1 school uniform of force and sonic resistance.**

The Datadress includes an integrated +3 palmtop computer and provides a +4 competence bonus on Perform (dance, sing) checks. The wearer is considered to have Weapon Focus (microphone) while wearing the Datadress.

Construction
Requirements Craft Magic Arms and Armor, *resist energy*
Cost 20,500 gp (DC 29)

Deadman Armor
Aura faint abjuration **CL** 5th
Slot none **Price** 5,500 gp (DC 23)
Weight 30 lbs
Deadman Armor is intimidating, matte black tactical body armor with a rib-cage like motif picked out in reflective silver/white thread on the chest plate, and accessorized with a skull-like balaclava and mirrored black googles.

Deadman Armor is a **+1 military tactical vest.** While wearing Deadman Armor, the character gains a +5 competence bonus on Intimidate checks.

Construction
Requirements Craft Magic Arms and Armor, *mage armor or shield of faith*
Cost 2,750 gp (DC 21)

Dead Shell
Aura moderate conjuration **CL** 10th
Slot armor **Price** 53,000 gp (DC 31) **Weight** 30 lbs
Issued only to high-ranking military officers and legendary special forces heroes, this set of heavy tactical body armor is a cold black. The face-concealing helmet is designed and painted to resemble a white or silver skull with mirrored eye sockets. Matching accents on the armor's breast plate and bracers resemble ribs and tiba, adding to the armor's stylized skeletal motif.

The Dead Shell is a **+2 deathless mass production tactical body armor of determination.** While wearing the Dead Shell, the character gains a +10 competence bonus on Intimidate checks.

Construction
Requirements Craft Magic Arms and Armor, *breath of life, deathward*
Cost 26,500 gp (DC 29)

Deadwing Shell
Aura moderate conjuration **CL** 15th
Slot armor **Price** 250,000 gp (DC 37) **Weight** 175 lbs
The Deadwing Shell is of the same design legacy as the Deadman Armor and Dead Shell but is far more expensive and far more restricted in its battlefield use. The Deadwing Shell's skeletal motif is far more extensive, with silver/white detailing resembling a naked spinal column, pelvis and leg bones. A heavy thruster pack built into the spinal plating thrums and throbs with gravity warping power. These powerful suits of occult-tech powered armor are used as close air support with deadly results.

The Deadwing Shell is a set of **+4 deathless grade II powered armor of determination.** The Deadwing Shell provides the wearer with a 300 ft flight speed (good) with a +15 bonus on Fly checks.

Weapons
The Deadwing Shell is equipped with a set of *+1 wrist rockets of infinite ammunition* built into the shoulders, and an integrated *+3 sniper railgun of infinite ammunition* as a main gun. The weapon is connected to the armor by a black chrome power supply cord.

Construction
Requirements Craft Magic Arms and Armor, *breath of life, deathward, infinite ammunition* (for integrated weapons), *military flight*
Cost 125,000 gp (DC 35)

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Detective's Suit
Aura moderate divination **CL** 5th
Slot armor **Price** 17,650 gp (DC 28) **Weight** 2 lbs
This somber black, double-breasted suit is cut in a funeral style. Heavy brass buttons on the front and multiple brass cufflinks are polished bright against the heavy, ebony wool.

The Detective's Suit is considered **+2 cloth armor,** though it is treated as a school uniform for the purposes of magical accessories**.** While wearing the detective's suit, the character receives a +4 bonus on Perception checks made to find forensic evidence of a crime; he is entitled to make Perception checks any time he merely comes within 10 ft of a potential clue, as if actively searching.

Once per day, the wearer can use *Zone of Truth,* but this spell can only be triggered in a specific area that must be connected to law enforcement. For example, the wearer could trigger this ability in a particular interrogation room or detective's office, a particular prison cell or the like. The particular location is specified when the Detective's Suit is first enchanted, and cannot thereafter be changed. The location is known to the wearer by a small tag sewn into the inside breast pocket.

Construction
Requirements Craft Magic Arms and Armor, *detect thoughts, zone of truth*
Cost 8,825 gp (DC 25)

Dueling Mail
Aura strong abjuration **CL** 10th
Slot none **Price** 132,000 gp (DC 35) **Weight** 5 lbs
Dueling Mail is a navy, non-metallic chainmail hauberk worn over an armored spidersilk undersuit, accessorized with hard polymer bracers, greaves and a codpiece. Comfortable and easy to move in, Dueling Mail is a favorite armor for assassins, fencers and knife specialists.

Dueling Mail is **+4 polychain.**
While wearing the Dueling Mail, the character becomes immune to Slashing damage. Any weapon the character wields that deals Slashing damage gains the *keen* magical weapon property.

Construction
Requirements Craft Magic Arms and Armor, *keen edge, stoneskin*
Cost 66,000 gp (DC 32)

Encounter Suit
Aura moderate conjuration **CL** 7th
Slot armor **Price** 28,400 gp (DC 29) **Weight** 35 lbs
Encounter Suits are well-designed, brightly colored space suits common among explorers and adventurers heading into the unknown. These durable and practical light space suits are equipped with a wide array of capabilities and occult-tech defenses, designed to keep explorers alive in the face of unknown hazards and unexplored, alien ecosystems.

An Encounter Suit is a **+2 bolstering, stanching advanced space suit.**
While wearing an Encounter Suit, the character is treated as being under a permanent *hide from animals* effect. In addition, the wearer gains a +2 competence bonus on the following skills: Heal, Perception, Survival.

Construction
Requirements Craft Magic Arms and Armor, *cure critical wounds, heroism, hide from animals, owl's wisdom*
Cost 14,200 gp (DC 27)

FutureWar Battle Dress
Aura moderate conjuration **CL** 7th
Slot armor **Price** 16,850 gp (DC 28) **Weight** 5 lbs
This supple personal body armor consists of a light pseudomuscle underlayer to enhance strength and endurance, with layered outer layers consisting of Kevlar armor weave sheath and composite hard armor plating over vital organs. The battle dress is available in a variety of camo patterns, and is usually found in desert or light urban camo.

FutureWar Battle Dress is a **+2 poison-resistant, pseudomuscle-II utility bodystocking.** The armor provides the wearer with a +4 competence bonus on Stealth and Survival checks in a specific terrain type, chosen when the armor is manufactured. Once chosen, this selection cannot be changed, and corresponds to the battle dress' camo pattern.

Construction
Requirements Craft Magic Arms and Armor, *neutralize poison*
Cost 8,425 gp (DC 25)

Future Wear
Aura faint divination **CL** 2nd
Slot armor **Price** 3,500 gp (DC 22) **Weight** 2 lbs
These sleek, futuristic business suits come in a variety of styles, but all include a variety of integrated sub-systems, both conventional and occult-based. Future Wear is extremely useful and extremely ubiquitous.

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Future Wear is a **+1 school uniform.**
Future Wear includes a built-in *palmtop computer* as a mundane accessory. In addition, a small detector jewel on one lapel (or built into a cufflink) begins chiming and glows faintly in the presence of radiation, with the glow and audible alarm growing louder and brighter the closer or more intense the radiation source is.

Finally, Future Wear provides a +1 competence bonus on any three of the following skills, the exact combination of which is set by the creator at the time the Future Wear is crafted.

- Craft (any one)
- Computer Use
- Disable Device
- Drive
- Knowledge (local, nature, physical sciences, technology)
- Pilot
- Profession (one white-collar or tech-focused occupation, of choice)
- Survival

Construction
Requirements Craft Magic Arms and Armor, *dataread, detect radiation, hacker spark*
Cost 1,750 gp (DC 20)

Gambeson

Renaissance knights wore a thick, padded gambeson (or arming doublet) beneath their heavy armor to increase their comfort in the steel a little bit, and provide an extra margin of protection. Modern powered armor pilots wear similar gambesons- high-tech, Kevlar-woven, breathable fabric shirts- beneath their own ultra-tech plate. Modern gambesons are tightly fitted, long-sleeved tunics that fully enclose the torso.

Similar Items
Gambeson can also be crafted as *tabard* for powered armor instead. These durable armor-weave tunics are dyed in bright heraldic motifs and incorporate instantly recognizable iconic images and colors. Armored pauldrons attach to the armor's shoulder plates magnetically to secure an armored tabard. While a tabard is worn outside powered armor, and a gambeson is worn beneath, both versions of the items occupy the body slot and function pretty much identically.

Gambeson, Body Intelligence
Aura faint transmutation **CL** 3rd
Slot body **Price** 3,300 gp (DC 22) **Weight** 1-2 lbs
This body-hugging black gambeson has an inner layer woven with neural interface circuits that read the subtle pre-movements of the pilot's musculature, vastly increasing their powered armor's reaction time.

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When worn with any grade of *powered armor*, the Body Intelligence Gambeson provides the wearer with a +2 competence bonus on REF Saves.

Similar Items
The thickly ribbed, grey and crimson ***Body Augmentation Gambeson*** and is constructed using *bear's endurance*. Nutrient drips and self-adjusting pressure pads protect vital organs and reduce fatigue. The wearer gains +2 temporary Hit Points per HD when wearing this gambeson.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace*
Cost 1,650 gp (DC 19)

Gambeson, Flight Guidance
Aura strong transmutation **CL** 10th
Slot body **Price** 21,600gp (DC 29) **Weight** 1-2 lbs
This pale blue gambeson has a white glyph, like a bird in flight, on one breast.

When worn with any grade of powered armor, the wearer gains a +4 competence on Fly checks, and does not apply their armor's check penalty on Fly checks.

Once per day, if the powered armor is not already flight capable, the wearer can call upon the Flight Guidance Gambeson to grant themselves and the armor a Flight speed of 500 ft (good) for up to ten minutes. If the powered armor possesses an existing flight speed, the Flight Guidance Gambeson can increase it by 500 ft (and to good) for the spell's duration.

Construction
Requirements Craft Wondrous Items, *military flight*
Cost 10,800 gp (DC 26)

Gambeson, Fortification
Aura strong abjuration **CL** 13th
Slot body **Price** 1,500 gp (DC 19) **Weight** 1-2 lbs
This reinforced, black and violet spider-silk gambeson is heavily layered, and incorporates slip-in ceramic and plastic trauma plates, making it very much a bulletproof vest worn under powered body armor.

When worn with any grade of powered armor, the Fortification Gambeson provides the armor with the *light fortification* armor property. If the powered armor already has any Fortification property, when worn with this gambeson, it improves by one step, to a maximum of *heavy fortification.*

Construction
Requirements Craft Magic Arms and Armor, *limited wish*
Cost 750 gp (DC 17)

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Gambeson, Protective
Aura faint abjuration **CL** 3rd
Slot body **Price** 1,500 gp (DC 19) **Weight** 1-2 lbs
This slick, rubbery blue and white gambeson is multiple layers of armor-weave fiber with a layer of viscous, impact dissipating gel between.

When worn with any grade of *powered armor,* the Protective Gambeson grants the wearer a +1 enhancement bonus to their armor class, which stacks with any existing enhancement bonus on the armor, to a maximum of +5.

Construction
Requirements Craft Magic Arms and Armor, *mage armor or shield*
Cost 750 gp (DC 17)

Gasmask, Dragon's Breath
Aura moderate conjuration and evocation **CL** 7th
Slot head **Price** 11,400 gp (DC 26) **Weight** 2 lbs
This modern military gas-mask has enlarged, oblate filter canisters painted a gleaming, metallic red. Flammability warnings written in an ancient draconic script in black ink decorate the left-most filter canister.

While wearing the Dragon's Breath Gasmask, the character becomes immune to inhalation poisons and disease. Once per day, the wearer the wearer can breathe out a 30 ft cone of fire that inflicts 7d6 fire damage (REF DC 14 half).
Construction
Requirements Craft Wondrous Items, *fireball, neutralize poison*
Cost 5,700 gp (DC 24)

Gasmask, Forensic
Aura moderate conjuration **CL** 7th
Slot head **Price** 9,200 gp (DC 25) **Weight** 2 lbs
This slim, black rubber gas mask is fed from a tiny oxygen tank and filter system built into a walk-man sized belt unit.

While wearing the Forensic Gasmask, the character becomes immune to inhalation poisons and disease. In addition, the wearer gains a +5 competence bonus on Heal and Perception checks made to forensically examine a corpse. Though protected by the airtight mask, the wearer gains the *scent* special quality, and can detect the presence of any buried corpse within 90 ft as per the *gravelight* spell. In this case, the information is conveyed via scent cues rather than visual cues.

Construction
Requirements Craft Wondrous Items, *neutralize poison, gravelight*
Cost 4,600 gp (DC 23)

Gasmask, Liberator's
Aura strong evocation **CL** 7th
Slot head **Price** 13,400 gp (DC 27) **Weight** 2 lbs
This battered military surplus gasmask, probably of Vietnam or Korean War vintage at best, has been painted with protest slogans using tempera paint and nail polish. This gasmask is a potent occult weapon against unjust authority.

While wearing the Liberator's Gasmask, the character becomes immune to inhalation poisons and disease. While in an area filled with any form of inhalation poison, the Liberator's Gasmask bestows the *anarchic* and *holy* properties upon the wearer's unarmed strikes, natural weapon attacks, and improvised weapons attacks.

Construction
Requirements Craft Wondrous Items, *chaos hammer, holy smite, neutralize poison*
Cost 6,700 gp (DC 24)

Girl's Armor
Aura faint transmutation **CL** 6th
Slot armor **Price** 14,450 gp (DC 27) **Weight** negligible
This light spandex body stocking is mostly white with hot pink detailing, gauntlets, boots and collar. Sometimes a stereotypically feminine motif, like a heart, musical note or other glyph is worn on the breast and sleeve. Some versions of the armor substitute a warm color like yellow, gold or orange for the pink.

Girl's Armor is a **+2 second skin.**
While wearing Girl's Armor, the wearer becomes more stereotypically feminine, in a way that not only enhances their natural aptitudes but provides a solid defensive benefit.

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The character becomes proficient in all one handed simple and martial ranged weapons, and with the following melee weapons, if not already so: dagger, sai, nunchucks, quarterstaff, as well as similar weapons to these, such as combat balanced daggers or a collapsible staff.

She is treated as if she possessed the following feats: Combat Expertise, Defensive Martial Arts, Dodge, Improved Disarm. The character gains a +4 competence bonus on the following skills: Acrobatics, Sense Motive, Perception, Use Magic Device. The wearer gains a +2 luck bonus on all saving throws.

However, the wearer becomes less adept at making direct, violent attacks. She suffers a -2 morale penalty on attack rolls with all weapons other than those specified above, and suffers a -4 penalty to her Initiative score. Half the damage inflicted by a successful attack with a weapon other than those listed above or by her innate abilities, is considered *non-lethal damage* instead.

Special: Only female creature can benefit from wearing Girl's Armor.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, jump, unprepared combatant*
Cost 7,225 gp (DC 25)

Helmet, Bane
Aura moderate conjuration **CL** 8th
Slot head **Price** 4,000 gp (DC 23) **Weight** 5 lbs
This fully enclosed helmet is a metallic midnight-blue with a translucent golden faceplate. Usually, slogans promising violent death to the enemies of mankind are painted on the side of the helmet, at the wearer's left temple, while a crude doodle of some dead alien is painted on the other temple.

While wearing the Bane Helmet, all the wearer's weapons, as well as any vehicle mounted or artillery weapons under the wearer's direct control gain the *bane* magical weapon property. The exact *bane* is chosen by the creator, and is reflected in the helmet graffiti.

This helmet can attach to any suit of armor with the Space Suit property and preserves that property.

Construction
Requirements Craft Magic Arms and Armor, *summon monster I*
Cost 2,000 gp (DC 20)

Helmet, Combative
Aura faint transmutation **CL** 3rd
Slot head **Price** 6,000 gp (DC 24) **Weight** 2 lbs
This thickly padded fighting helmet is similar to those worn by amateur boxers and martial artists during training. The padding is a dull grayish brown with a single spot of color on the forehead guard: a small, bright orange circle inside a larger crimson or maroon bull's eye.

While wearing a Combative Helmet, the character is treated as possessing the Improved Unarmed Strike feature, and gains a +2 enhancement bonus on Combat Maneuver checks made to grapple.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength*
Cost 3,000 gp (DC 22)

Helmet, FutureWar
Aura faint transmutation **CL** 5th
Slot head **Price** 6,500 gp (DC 24) **Weight** 4 lbs
This fully enclosed military helmet has a transparent amber visor that can be sealed for complete environmental protection, and is painted in military camo patterns.

The FutureWar Helmet provides the wearer with proficiency with all forms of armor and with shields. In addition the armor provides the wearer with the Improved Initiative feat.

Special: If the FutureWar Helmet is worn with *FutureWar Battledress*, the wearer can change the camo pattern and the suit's designated environment as a full round action. Camo pattern changes begin in the helmet and then flow down throughout the armor. Such changes are permanent until the wearer uses this synergistic ability to change the suit's environmental preference again.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, minor image*
Cost 3,250 gp (DC 22)

Helmet, Poly-Visual
Aura moderate divination **CL** 6th
Slot none **Price** 45,000 gp (DC 29) **Weight** 5 lbs
This oval helm has no obvious seams when fully sealed. It is a reflective dark-mirrored chrome ovoid atop a set of advanced body armor, revealing nothing of the person beneath.

These helmets can attach to any armor with the Space Suit property, sealing perfectly with the suit, and have no effect

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if worn without armor with this property. While worn, all weapons concealed by mundane means within a 30 ft cone become visible as harsh yellow wireframe images superimposed on the wearer's field of vision. This effect offers no saving throw, but is subject to spell resistance. If this effect fails to penetrate a creature's spell resistance, bright yellow pixels and 'garbage data' appear on the wearer's field of vision near the creature.

For up to ten minutes per day, the wearer can touch a concealed stud on their temple, allowing the Poly-Visual Helmet to function as a *ring of x-ray vision.* These minutes need not be consecutive, but must be taken in 1 minute increments.

Finally, by touching another concealed stud, the wearer can activate or deactivate night-vision mode, gaining Darkvision 90 ft and lowlight vision.

Construction
Requirements Craft Magic Arms and Armor, *security corridor, true seeing*

Cost 22,500 gp (DC 31)

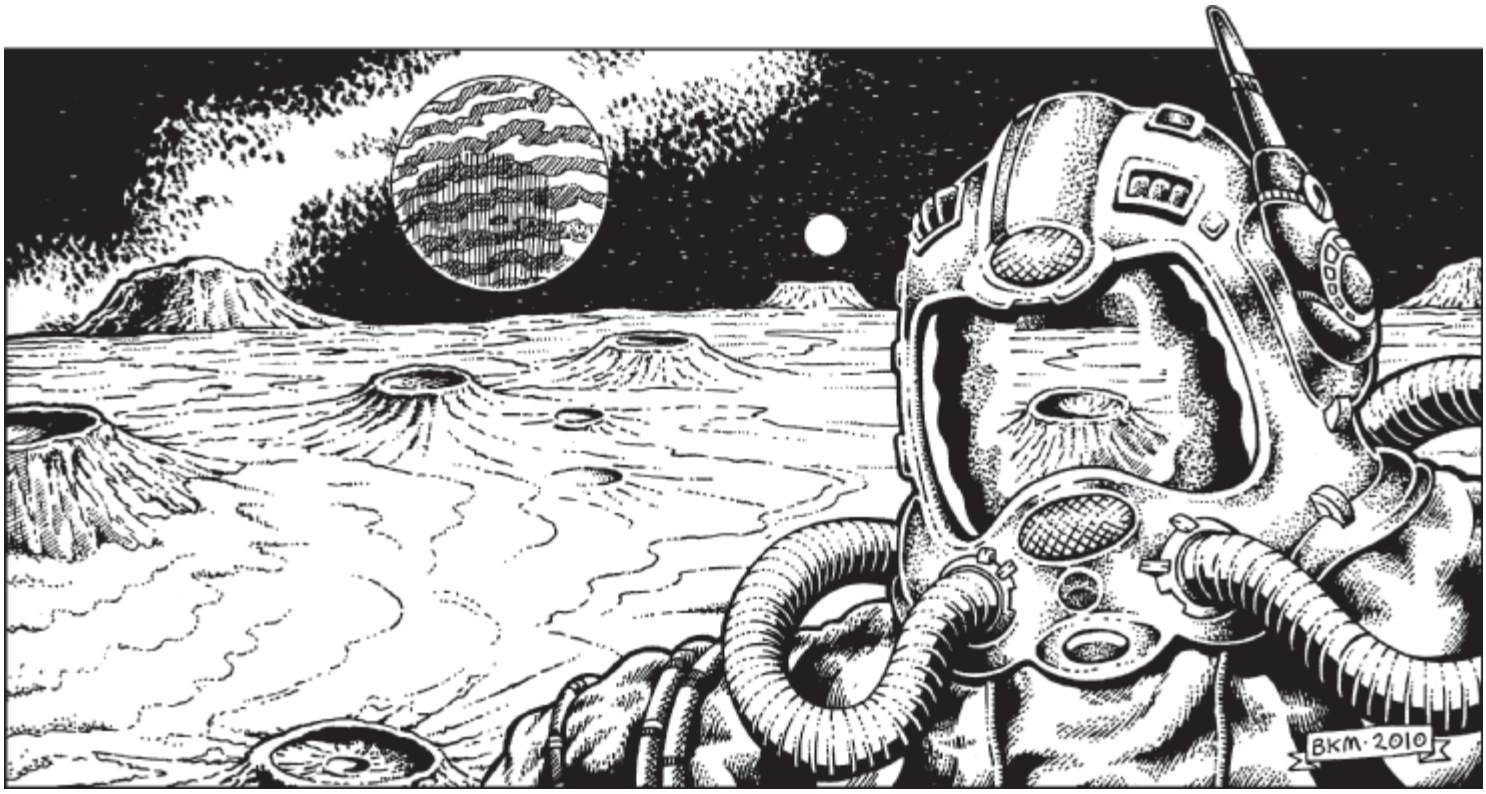
Helmet, Street Judge's
Aura strong telepathy **CL** 13th
Slot head **Price** 109,200 gp (DC 34) **Weight** 5 lbs
This fully enclosed tactical helmet obscures the wearer's face behind ebony mirror-glass. The helmet itself is glossy, iridescent black, and the frame around reflective visor is a striking crimson. An outsized, golden rank insignia is worn on the forehead.

The Street Judge's helmet places the wearer under a constant *personal barred mind* effect. However, the wearer cannot manifest psionic powers, expend psionic focus or otherwise use personal psionic abilities while the helmet is worn. This helmet can attach to any suit of armor with the Space Suit property and preserves that property.

Construction
Requirements Craft Magic Arms and Armor, *personal barred mind* (Ultimate Psionics)
Cost 54,600 gp (DC 32)

Helmet, Tank Driver's
Aura faint conjuration **CL** 5th
Slot head **Price** 12,000 gp (DC 26) **Weight** 3 lbs
This Kevlar and composite military helmet includes extremely thick and solid protective ear phones. A cloth covering acts as insulation against desert heat, absorbs sweat and displays a choc-chip desert camo pattern.

The Tank Driver's Helmet provides the wearer with a +4 competence bonus on Drive checks made to control armed military vehicles and a +1 competence bonus on ranged weapon attacks made with any vehicle mounted weapon. In addition, the wearer cannot be deafened while wearing this helmet and gains a +4 circumstance bonus on saving



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throws against effects with the sonic descriptor and bardic music effects.

Similar Items
The ***Mecha Pilot's Helmet*** is a futuristic blue and white helmet with a transparent polymer visor. The Mecha Pilot's Helmet can attach to any armor with the Space Suit property, sealing perfectly with the suit, and has no effect if worn without armor with this property.

This helmet provides a +4 competence bonus on Pilot checks made to control any creature or vehicle with the Mecha subtype and a +1 competence bonus on ranged attacks with any Mecha mounted weapon, and otherwise functions identically to the Tank Driver's Helmet. Construction costs and requirements are identical.

Construction
Requirements Craft Magic Arms and Armor, *lesser restoration*
Cost 6,000 gp (DC 24)

Legacy Space Suit
Aura faint abjuration and conjuration **CL** 9th
Slot armor **Price** 23,000 gp (DC 29) **Weight** 70 lbs
Though of modern construction, many of this military space suit's components were recycled and retrofitted from historic NASA suits, including the archaic American flag patch on the sleeve and a celebrated mission patch worn on the armored chest plate.

The Legacy Space Suit is a **+3 rallying, champion spacesuit.**

Construction
Requirements Craft Magic Arms and Armor, creator must be Human, *protection from evil, remove fear*
Cost 11,500 gp (DC 26)

Miner's Spacesuit
Aura faint divination **CL** 3rd
Slot armor **Price** 9,000 gp (DC 25) **Weight** 50-60 lbs
This durable, scuffed space suit is colored in drab, earthen shades of yellow, brown and grey. It looks like it's been through multiple wearers, and served each one well.

The Miner's Space Suit is a **+1 space suit.**
While wearing a Miner's Spacesuit, the character gains the Stonecutting racial property. Magi-tech readouts in the helmet alert the user if he comes within 50 ft of any subterranean mineral, petrochemical or water deposit.

Construction
Requirements Craft Magic Arms and Armor, *detect secret doors*
Cost 4,500 gp (DC 23)

Night Skin
Aura strong transmutation **CL** 10th
Slot armor, body and head **Price** 70,500 gp (DC 33)
Weight 10 lbs
The Night Skin is a thin yet durable body sleeve, black and shining like obsidian. A thin cowl and mask, made of the same glossy black synthetics covers the face, but clings tightly to muscle and flesh. At the major joints and the gloves and tabi-like boots, the Night Skin has the texture of naked muscle. The Night Skin clings so tightly, normal clothing and magic items in the *body* slot cannot be worn beneath.

The Night Skin is a **+4 balanced, brawling sprint suit-III utility bodystocking of greater shadow.** The Night Skin's integrated filtration mask provides the armor with the *CBR Resistant* mundane armor property.

The Night Skin's wearer is under a constant *featherfall* effect. Up to three times per day, the wearer can cause the armor to sprout short, crimson gliding wings connecting the torso to the arms, which grant the armor a Flight speed of 120 ft (good), for up to 10 minutes per activation. Activating this ability is a move action.

Construction
Requirements bull's strength, cat's grace, invisibility, *military flight,* silence
Cost 35,250 gp (DC 30)

Overlord Plate
Aura moderate abjuration and necromancy **CL** 11th
Slot armor **Price** 111,000 gp (DC 34) **Weight** 90 lbs
This impressive, dangerous armor is a shining steel fortress- one of the finest powered armor in the galaxy. Overlord armor is a modern form of full plate built over artificial pseudo-musculature powered by chemo-atomic batteries in the hip pods. Razors and killing spikes jut from every flat surface of the armor, and a flowing cloak trails behind the wearer. Emperors and conquers wear Overlord Plate, as do wanna-bes.

Overlord Plate is **+2 grade I powered armor of Greater Pleasure Resistance.**
The Overlord Plate is fitted with a set of **+2 heartseeker armor spikes.** While wearing Overlord Plate, the character is treated as possessing the Frightful Presence and Fearsome Violence feats.

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Construction
Requirements Craft Magic Arms and Armor, *cause fear, death knell, resist energy*
Cost 55,500 gp (DC 32)

Pet Hoodie
Aura moderate conjuration **CL** 9th
Slot armor **Price** 9,500 gp (DC 25) **Weight** negligible
Pet Hoodies are embarrassingly kawaii zip-up hoodies that come in shades of grey, green and pink. They all have stuffed animal ears poking out on either side of the hood and a voluminous pouch at the front of the jacket that's big enough to hold a household pet.

The Pet Hoodie is effectively a **+1 hostelling school uniform.**

Construction
Requirements Craft Magic Arms and Armor, *secret chest*
Cost 4,750 gp (DC 23)

Plasti-Med Armor
Aura faint conjuration **CL** 3rd
Slot armor **Price** 7,700 gp (DC 25) **Weight** 2 lbs
Plasti-Med Armor is a tight-fitting set of pale green and white scrubs, made out of a slick and shiny polymer. The armor's chest and biceps are emblazoned with instantly recognizable, bright red glyphs that are recognized galaxy-wide as medic identifiers.

Plasti-Med Armor is a **+1 spacer's jumpsuit.** The armor's enchantment provides a +5 competence bonus on Heal/Treat Injury checks.

The wearer can use any of these abilities, as a first level cleric, once per day.
- *Cure Light Wounds*
- *Deathwatch*
- *Sanctuary*

The wearer can also use *Prestidigitation* to sterilize a touched object or creature at will.

Construction
Requirements Craft Magic Arms and Armor, *cure light wounds, deathwatch, sanctuary, prestidigitation*
Cost 3,850 gp (DC 22)

Power Suit
Aura moderate transmutation **CL** 10th
Slot armor, body, gloves and boots **Price** 24,600 gp (DC 29) **Weight** 125 lbs
The Power Suit is a strength-enhancing space suit common throughout the galaxy. Power Suits come in a wide variety of color schemes and decos, which often indicate the wearer's profession or role on a starship crew. Power Suits are very tight fitting, with a texture like striated muscle fiber. A control panel and power cells are mounted on the breast plate, feeding power to glowing piping on the limbs. The Power Suit is equipped with a featureless, reflective visor, often in chrome or smoked glass.

The Power Suit is set of a **+2 grade I powered armor.** The Power Suit provides the wearer with a +4 competence bonus on all Profession (space related, engineering or blue collar) checks.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength*
Cost 12,300 gp (DC 26)

Powered Exoskeleton
Aura strong abjuration **CL** 13th
Slot armor **Price** 165,000 gp (DC 36) **Weight** 400 lbs
The Powered Exoskeleton is a bulky, industrial-grade exoskeleton driven by powerful pneumatics and Kevlar pseudo-muscle fibers. The exoskeleton is usually painted a striking Caterpillar yellow, accented by harsh black and red safety symbols. A rack of flashing warning lights rests above the padded cranial rest; the pilot is protected by an enclosed ballistic glass cockpit resembling the control cabin of a massive forklift or similar device. The Powered Exoskeleton is fitted with a variety of industrial tools and powerful pneumatic pinchers.

The Powered Exoskeleton is a set of **+2 grade III powered armor of heavy fortification**. While piloting the Powered Exoskeleton, the wearer benefits from the *Powerful Build* racial trait.

Weapons
The Powered Exoskeleton is equipped with a set of *+1 emergency scissors* on the left arm, and a *+1 keen chainsaw* on the right arm. The Powered Exoskeleton's pinchers inflict 3d6+6 bludgeoning damage (20/x2) on a successful hit. The Powered Exoskeleton can only wield one of these weapons at any given time.

The Powered Exoskeleton is also equipped with a plasma welder in the right forearm. The Powered Exoskeleton's pneumatic pinchers provide the pilot with the Improved Grab and Constrict special qualities.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, enlarge person, keen edge* (for integrated weapons), *limited wish* or *miracle*
Cost 82,500 gp (DC 33)

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Privacy Smart-Suit
Aura moderate transmutation **CL** 5th
Slot armor **Price** 33,500 gp (DC 30) **Weight** 4 lbs
The Privacy Smart-Suit is a next-gen wearable computer rig that wears and fits like a well tailored business suit. The Privacy Smart-Suit is a smoke-grey business suit with thin, almost vestigial collars, and a darker grey circuit motif embossed on each breast. The suit is worn with a white silk dress shirt with similar lines and no tie.

The Privacy Smart Suit functions as a **+1 smartsuit second skin** and includes an upgraded *+3 palmtop computer*.

While wearing the Privacy Smart Suit, the wearer is under a constant *machine invisibility* effect; the wearer can 'white list' specific machines to not be affected by this spell as an immediate action. In addition, the wearer is aware of any concealed microphones, bugs, or similar recording devices within a 30 ft radius.

The Privacy Smart Suit allows the wearer to make Computer Use checks as a standard action (if normally longer), at no penalty while wearing the armor.

Similar Items
The ***Privacy Smart-Shawl*** is a crimson or ochre silk shawl with off-white fringes, decorated in a complex, subtly reflective pattern of silvery meanders and cubes, that forms an intricate QR code which spoofs modern surveillance technology. The Privacy Smart-Shawl is not armor and provides no armor class bonus; it occupies the neck slot. A Privacy Smart-Shawl has a purchase price of 31,200 gp (DC 30).

Construction
Requirements Craft Magic Arms and Armor, *dataread, datawipe, electronic sweep, machine invisibility*
Cost 16,750 gp (DC 28)

Raidstar Armor
Aura strong abjuration **CL** 18th
Slot armor and head **Price** 146,200 gp (DC 35)
Weight 90 lbs
Raidstar Armor is top-of-the-line occult-tech combat armor. This extremely bulky, heavily armored space suit is basically a bipedal tank, with a low, bulbous profile. The armor is constructed from fiery red and gold alloys, emblazoned with military heraldry and striped black rank insignia on the right forearm and shoulder guard. The armor's transparent visor is set low in the shoulder housing, giving the suit a bullnecked appearance; a retractable durasteel face plate is lowered for extra protection in combat.

Raidstar Armor is a **+5 armored space suit of invulnerability.**

While wearing Raidstar Armor, the character gains a +1 insight bonus on all ranged attack rolls, and any ranged weapons wielded are affected as if by the spell *Infinite Ammunition.* Firing a ranged weapon while wearing Raidstar Armor never provokes attacks of opportunity from adjacent opponents.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, greater polymorph, stone skin, true strike, wish*
Cost 73,100 gp (DC 33)

Regent's Armor
Aura moderate transmutation **CL** 10th
Slot armor **Price** 57,550 gp (DC 32) **Weight** 5 lbs
These finely constructed starsuits are a symbol of wealth, rank, power and privilege. The armor-weave undersuit is a rich auburn, and the non-conductive alloy hardpoints at the pelvis, breast, spine and extremities are burnished gold. Intricate and endlessly complex fractal patterns are etched into the hard armor, and large softly rounded jewels decorate the breast plate.

Regent's Armor is **+3 righteous action wear.** While wearing the armor, the character gains a +6 competence bonus on Diplomacy, Knowledge (civics) and Knowledge (local) checks, as the armor whispers social protocol and locational data into their subconscious.

Construction
Requirements Craft Magic Arms and Armor, *righteous might*
Cost 28,775 gp (DC 29)

Salvager's Boonie Cap
Aura faint divination **CL** 1st
Slot head **Price** 1,600 gp (DC 20) **Weight** negligible
This flat, wide-brimmed floppy hat is usually accessorized with a pair of welder's goggles pushed up on the forehead, not to mention tacky and vulgar buttons. Some hats have bits of junk or starship engine parts hanging from the brim with monowire.

While wearing the Salvager's Boonie Cap you receive a +4 competence bonus on Appraise checks made to determine the value of high-tech items of salvage, and a +4 competence bonus on Craft checks made to perform *jury-rigged* repairs.

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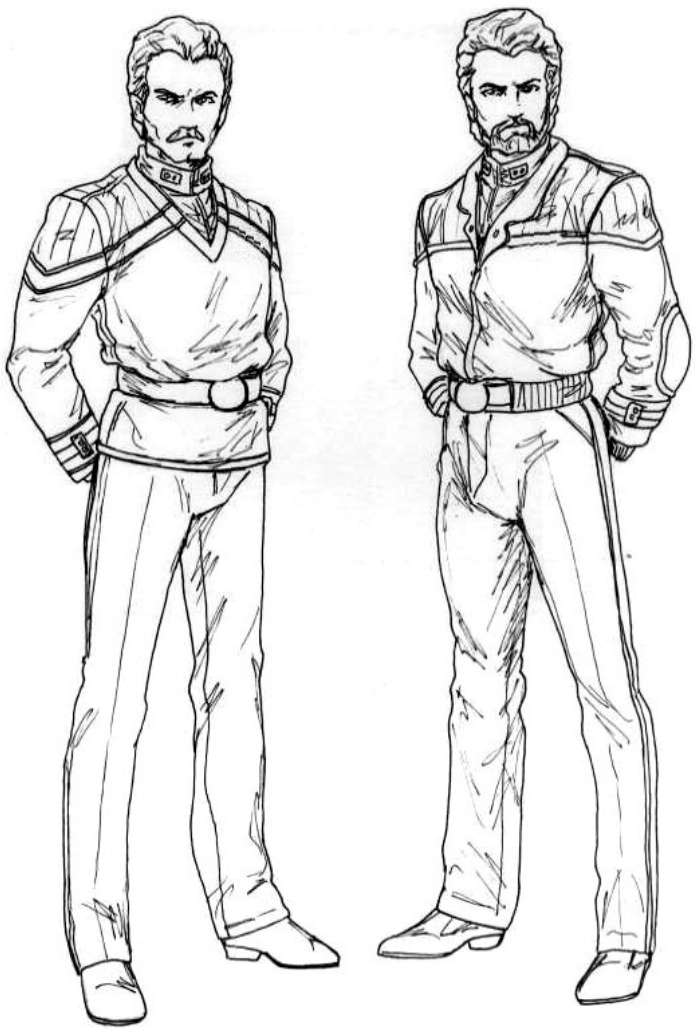
Construction
Requirements Craft Wondrous Item, *guidance*
Cost 800 gp (DC 17)

Scornful Furs
Aura moderate abjuration **CL** 7th
Slot armor **Price** 47,500 gp (DC 31) **Weight** 8 lbs
This luxuriant fur coat is made from only the finest peach-hued fur from the *Aqualonian mezel-vole.* Soft and supple, the Scornful Fur is incredibly glamorous and always fashionable.

Scornful Furs are a set of **+1 decadent furs of improved pleasure resistance**. They absorb the first 20 points of Pleasure damage per attack.

Construction
Requirements Craft Magic Arms and Armor, *resist energy*
Cost 23,750 gp (DC 29)

Secret Suit
Aura moderate conjuration **CL** 9th
Slot armor (ring in inactive state) **Price** 12,700 gp (DC 26) **Weight** negligible
This skintight, Kevlar and genetically engineered spidersilk body stocking is brightly colored and superheroically decorated. With a thought, the Secret Suit compresses down to the point it can be concealed within a specially designed ring.



The Secret Suit is a **+2 secondskin.** With a thought, the wearer can remove the Secret Suit or don it. In the armor's inactive state, it has negligible weight and occupies the ring, rather than the armor slot. Donning or undonning the suit by shifting between armor and ring forms is a move-equivalent action.

A Secret Suit's coloration and style are highly mutable. Merely by concentrating for an hour while wearing the Secret Suit in its armor state, the wearer can change the appearance of the armor, though its capabilities do not change.

Construction
Requirements Craft Magic Arms and Armor, *secret chest*
Cost 6,350 gp (DC 24)

Ship Uniform
Aura faint enchantment **CL** 5th
Slot none **Price** 10,750 gp (DC 26) **Weight** 5 lbs
Ship Uniforms are heavy-duty vacc-canvas jumpsuits. The uniform's breast is a bright, metallic color which indicates the wearer's role as a member of a starship crew, while the abdomen and limbs are a rough grey, amber, black or brown. Non-metallic rank insignia is worn on the collar, with a ship's patch velcroed on the shoulder.

The Ship Uniform is a **+2 spacer's jumpsuit.** Wearing the Ship Uniform provides a +5 competence bonus on a specific skill, which determines the Ship Uniform's coloration.

- *Red:* Engineering department, +5 Craft (mechanical)
- *Orange:* Physics department, +5 Craft (electronic)
- *Gold:* Command staff, +5 Diplomacy
- *Pale Orange:* IT department, +5 Computer Use
- *Green or White:* Medical department, +5 Heal
- *Blue:* Navigation department, +5 Pilot
- *Brown or Camo Pattern:* Scout/Infantry department, +5 Survival

Construction
Requirements Craft Magic Arms and Armor, creator must have 5 ranks in the specified skill, creator must be a Free Spacer, Proximite, Shipper or similar, space-born nomadic race
Cost 5,375 gp (DC 24)

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Size Suit

Slot armor **Weight** 2-3 lbs

Size Suits are heavy, durable Kevlar and vinyl body stockings woven with uncounted miles of nearly pico-tech scale circuitry. These suits are fully sealed, functioning as an advanced spacesuit designed to allow the wearer to explore inner space. Most have a bright central torso stripe with darker, ribbed sections covering the limbs and flanks.

A Size Suit, regardless of type, functions as **+2 action wear.**

While wearing the Size Suit, the character can change her size at will as a move equivalent action. A character can remain at any changed size for as long as desired, but returns to their base size if unconscious or slain.

The *Maximize Suit* acts as *enlarge person,* allowing the wearer to increase their size by one category. The *Minimize Suit* functions as *reduce person*, allowing the wearer to reduce their size by one category.

Maximize Plus allows the wearer to enlarge their size by up to three categories, either as one transformation or in multiple steps. The wearer can also shrink down to their base size or one or two size categories larger than base. *Minimize Plus* functions similarly, but reduces the wearer's size by up to three categories.

The *Multiphasic Size Suit* function as both a Maximize Plus and a Minimize Plus suit.

Construction

Requirements Craft Magic Arms and Armor, *see chart*

Size Suit Type	CL	Aura	Spells Required	Suit Price	Suit Cost
Maximize	4th	faint transmutation	*enlarge person*	17,200 gp (DC 28)	8,600 gp (DC 25)
Maximize +	11th	moderate transmutation	*enlarge person*	23,200 gp (DC 29)	11,600 gp (DC 26)
Minimize	4th	faint transmutation	*reduce person*	17,200 gp (DC 28)	8,600 gp (DC 25)
Minimize +	11th	moderate transmutation	*reduce person*	23,200 gp (DC 29)	11,600 gp (DC 26)
Multiphasic	15th	strong transmutation	*enlarge person, reduce person*	56,200 gp (DC 32)	28,100 gp (DC 29)

Smuggler's Space Suit

Aura strong illusion **CL** 12th

Slot armor, body, hands and boots

Price 33,250 gp (DC 30) **Weight** 35 lbs

This sleek black space suit includes a stark, stylish white chest piece, grav-boots and vambraces. In addition to the transparent polymer helmet liner, a smoked black glass face mask can slide down to completely conceal the wearer's identity. The suit's markings are mystically mutable, at the wearer's command.

The Smuggler's Space Suit is a **+1 glamered advanced space suit of shadow.** The wearer can change the Smuggler's Space Suit's appearance and markings at will as a free action.

Upon command, the Smuggler's Space Suit can touch a single item of up to size Huge and weighing up to one ton and store it in microscopic form within the glove. Except for the greater weight and size limit, this functions identically to a *glove of storing.*

Once per day, the wearer can touch a starship and change its ELINT data as if by the spell *pirate's registration.*

Construction

Requirements Craft Magic Arms and Armor, *disguise self, invisibility, pirate's registration, shrink item*

Cost 16,625 gp (DC 28)

Sneak Mission Suit

Aura strong illusion **CL** 10th

Slot armor **Price** 244,750gp (DC 37) **Weight** 5 lbs

This supple carbon fiber body stocking fits perfectly, and is capable of adjusting its fit on the fly, to maximize the wearer's performance. A Sneak Mission Suit is a dark grey body suit with darker, rubberized reinforcement at each joint.

The Sneak Mission Suit is a **+4 sprint suit III utility bodystocking of improved shadow.** Once per day, the wearer can activate a 'full stealth' profile as a move-equivalent action, benefiting from both *greater invisibility* and *machine invisibility* for 10 rounds.

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Construction
Requirements Craft Magic Arms and Armor, *greater invisibility, greater machine invisibility, silence*
Cost 122,375 gp (DC 35)

Spotter Weave Tac Vest
Aura strong divination **CL** 10th
Slot armor **Price** 93,000 gp (DC 33) **Weight** 12 lbs
This olive drab tactical vest has slip in ceramic plates traced with spacewarping *Yahn crystal* dust. When the armor is exposed to space/time anomalies, it warms and vibrates, providing a split second's warning to the wearer.

The Spotter Weave Tac Vest is a **+2 tactical ballistic vest.**

The wearer is aware of all creatures teleporting within 100 ft of him, and travel via conjuration (teleportation) effects always provokes an attack of opportunity within this range. The wearer may use a readied firearm to make attacks of opportunity against teleporters without provoking opportunity attacks of his own.

Construction
Requirements Craft Magic Arms and Armor, *anomaly detection*
Cost 46,500 gp (DC 31)

Stardancer Armor
Aura moderate illusion and transmutation **CL** 8th
Slot armor **Price** 16,600 gp (DC 28) **Weight** 28 lbs
This light star suit is a rubbery black underlayer with hardened white ceramic armor plating on the breast, pelvis, spinal region and extremities. The armor is designed for maximum mobility and flexibility. In addition to the transparent inner visor, the helmet has a retractable gold foil external visor, both of which are designed to maximize peripheral vision.

Stardancer Armor is a **+2 balanced, creeping advanced space suit.** While wearing Stardancer Armor, the creature is treated as possessing the *Run* and *Up the Walls* feats, but only when aboard an enclosed station, starship or other artificial environment.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, invisibility, spiderclimb*
Cost 8,300 gp (DC 25)

Starfarer's Coat
Aura faint transmutation **CL** 5th
Slot armor **Price** 28,000 gp (DC 29) **Weight** 5 lbs
This heavy red leather trench coat with burgundy accents can pretty much transform an ordinary person into an ultralight space-fighter.

The Starfarer's Coat is a **+2 buff coat.** While wearing the Starfarer's Coat, the character is treated as if equipped with the Space Suit special armor property. In addition, any handheld energy weapon wielded by the character has its range increment increased by x10, as by the *star ranging* spell.

Construction
Requirements Craft Magic Arms and Armor, *emergency space suit, star ranging*
Cost 14,000 gp (DC 27)

Star Ganger's Cut
Aura faint illusion **CL** 5th
Slot armor **Price** 11,750 gp (DC 26) **Weight** 3 lbs
These heavy leather jackets are cut down, their sleeves ripped off to show the wearer's muscular arms. Symbols of

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strength and honor, Star Ganger's Cuts are decorated in the instantly recognizable colors of one of Free Space's many street gangs or fighter-cults. Most wearers decorate their Cut with intricate patches, feathers or beads, or accent it with silvery spikes. Be careful though, wear a Cut you haven't earned and lose your balls at the hand of some wild eyed psycho with a vibro-blade.

The Star Ganger's Cut is a **+2 shadowed leather jacket.**

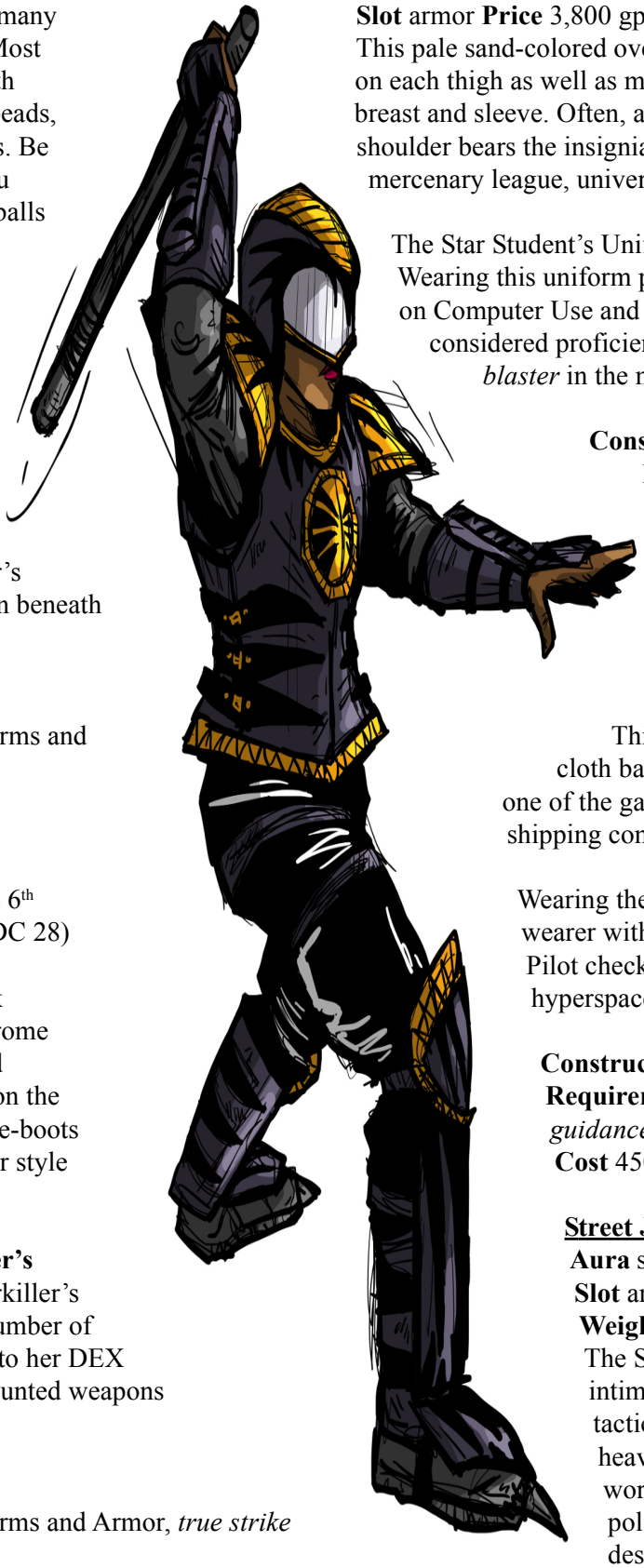
Unlike other enchanted armor, the Star Ganger's Cut's enchantment bonus is considered a natural armor bonus. The Star Ganger's Cut toughens the wearer's skin beneath the leather.

Construction
Requirements Craft Magic Arms and Armor, *invisibility, silence*
Cost 5,875 gp (DC 24)

Starkiller Armor
Aura moderate divination **CL** 6th
Slot armor **Price** 20,000 gp (DC 28)
Weight 5 lbs
This dark-purple and jet-black uniform is fitted with dark chrome armor plating on the chest and lighter, more flexible plating on the abdomen. The integrated space-boots have buccaneer flaps, more for style than practicality.

Starkiller Armor is a **+2 spacer's jumpsuit.** While wearing Starkiller's Armor, the character rolls a number of additional damage dice equal to her DEX modifier with any starship mounted weapons under her direct control.

Construction
Requirements Craft Magic Arms and Armor, *true strike*
Cost 10,000 gp (DC 26)



Star Student's Uniform
Aura faint divination **CL** 3rd
Slot armor **Price** 3,800 gp (DC 22) **Weight** 5 lbs
This pale sand-colored overall includes large cargo pockets on each thigh as well as multiple smaller pockets on the breast and sleeve. Often, a removable Velcro patch on the shoulder bears the insignia of a galactic military academy, mercenary league, university or Free Spacer clanhold.

The Star Student's Uniform is a **+1 spacer's jumpsuit.** Wearing this uniform provides a +1 competence bonus on Computer Use and Pilot checks. The wearer is considered proficient with any ranged weapon with *blaster* in the name, such as *spacer's blasters*.

Construction
Requirements Craft Magic Arms and Armor, *true strike*
Cost 1,900 gp (DC 20)

Star Trucker's Cap
Aura faint divination **CL** 1st
Slot head **Price** 900 gp (DC 17) **Weight** negligible
This (often sweat stained) grey cloth ball cap bears the colorful logo of one of the galaxy's major transport and shipping companies above its sloping brim.

Wearing the Star Trucker's Cap provides the wearer with a +3 competence bonus on Pilot checks, as well as checks to navigate hyperspace or plot a course in space.

Construction
Requirements Craft Wondrous Item, *guidance*
Cost 450 gp (DC 15)

Street Judge's Armor
Aura strong transmutation **CL** 13th
Slot armor **Price** 71,250 gp (DC 33)
Weight 30 lbs
The Street Judge's Armor is an intimidating set of glossy black tactical body armor accented with heavy and exaggerated rank insignia worn on the pauldrons. A large police badge emblazoned with the designated wearer's name, forged from a bullet-proofed alloy of gold and titanium is worn on the left breastplate.

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Street Judge's Armor is a **+3 vigilant mass production tactical armor of heavy fortification.**

A non-lawful creature who dons Street Judge's Armor gains one permanent negative level, which never results in level loss, but cannot be removed while the creature wears the armor.

Construction
Requirements Craft Magic Arms and Armor, creator must be lawful, *limited wish, righteous might*
Cost 35,625 gp (DC 30)

Tactical Corset
Aura faint transmutation **CL** 3rd
Slot armor **Price** 3,600 gp (DC 22) **Weight** 8 lbs
This tightly fitted black and crimson leather corset incorporates the modular load-bearing rigging of a military tac-vest, and though the seductive design exposes a lot of cleavage, the occult energies swirling around the armor mean protection isn't compromised.

The Tactical Corset is a **+1 tactical ballistic vest.** The armor is considered to have the *Near Nudity* armor property.

Construction
Requirements Craft Magic Arms and Armor, *eagle's splendor*
Cost 1,800 gp (DC 20)

Tactical Loadout Vest
Aura faint conjuration **CL** 5th
Slot armor **Price** 19,000 gp (DC 28) **Weight** 12 lbs
This midnight-black tactical vest has eight full ammunition pouches made of red ballistic fabric arranged in two vertical columns along the breast plate. When the vest's power is called upon, all eight ammo pouches pulse briefly in sequence, red flames against black Kevlar.

The Tactical Loadout Vest is a **+2 tactical ballistic vest**. The wearer can use *reload!* at will, but only to reload weapons they are personally wielding at the time.

Construction
Requirements Craft Magic Arms and Armor, *reload!*
Cost 9,500 gp (DC 25)

Tanker
Aura strong universal **CL** 13th
Slot armor and helmet **Price** 102,000 gp (DC 34)
Weight 50 lbs
You want the absolutely, positively heaviest armor in known space, and don't care you're packing armor that masses more than a small motorcycle? Than the Tanker is for you. This ultra-heavy body armor rig protects every inch of the wearer's body, head to toe, in multiple overlapping layers of 2 inch thick blast and ballistic-proof laminate. A heavy gorget adds an additional layer of paranoid protection to the fully enclosed military helm.

The Tanker is a **+3 brawling forced entry unit of determination and heavy fortification.**

(The Tanker has the brawling property, despite the suit being heavy armor, just because the idea of an unstoppable SWAT-team juggernaut beating the shit out of an entire adventuring party thanks to this suit appeals to me.)

Construction
Requirements Craft Magic Arms and Armor, *breath of life, bull's strength, limited wish*
Cost 51,000 gp (DC 21)

Tanker Shield
Aura moderate transmutation **CL** 8th
Slot shield **Price** 13,150 gp (DC 25) **Weight** 25 lbs
The same ugly yet imminently practical ash-black as *The Tanker,* this SWAT-style shield is designed to take one hell of a pounding.

The Tanker Shield is a **+2 balanced, bashing tactical shield.**

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, cat's grace*
Cost 6,575 gp (DC 24)

Voyager's Jacket
Aura faint divination **CL** 3rd
Slot armor **Price** 2,550gp (DC 21) **Weight** 2 lbs
This light brown leather jacket has the logo of a major aerospace industry or stellar exploration megacorp emblazoned on the back. The leather is worn and rumpled, flaking away in places, but though the jacket looks weathered, it's still got lightyears of service left in it.

The Voyager's Jacket is a **+1 leather jacket.**
While wearing the jacket, the character gains a +1 competence bonus on Pilot checks made to control air and space vehicles, as well as Appraise checks and Knowledge (local and technology) checks made concerning the aerospace industry, related megacorps and alien technology.

Construction
Requirements Craft Magic Arms and Armor, *timely inspiration*
Cost 1,275 gp (DC 18)

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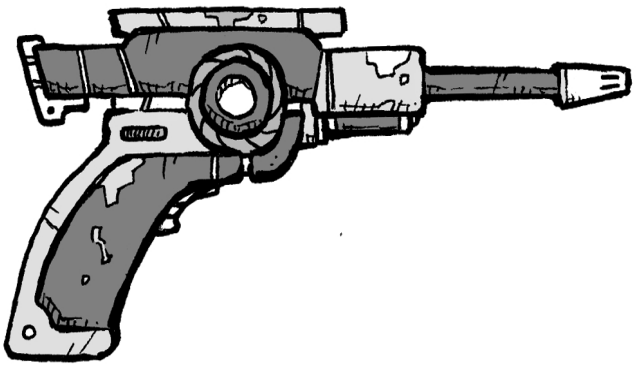
Magical Weapons

Acrobat's Staff
Aura moderate transmutation **CL** 5th
Slot none **Price** 26,750 gp (DC 29) **Weight** 2 lbs
This silvery, modular battle staff is hollow and made from light yet durable aircraft aluminum. Textured plastic grips in purple or burgundy are spaced where the wielder's hands would be as she wields the staff in battle.

The Acrobat's Staff is a **+1 advancing collapsible staff.** While the Acrobat's Staff is wielded in at least one hand, the wielder gains a +4 enhancement bonus to her DEX Score. The staff's wielder may use her DEX modifier for attacks with it, even though the Acrobat's Staff is not a light weapon.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace*
Cost 13,375 gp (DC 27)



Adventurer's Blaster
Aura faint transmutation **CL** 4th
Slot weapon **Price** 11,000 gp (DC 26) **Weight** 2 lbs
This retro-futuristic laser blaster has a fat, oval lasing chamber and long needle like barrel. Everything's gleaming silver chrome with a set of short, winged sights. The weapon looks ostentatious, cheesy yet somehow dramatic.

The Adventurer's Blaster is a **+2 spacer's blaster of infinite ammunition.** While wielding the Adventuter's blaster, the character receives a +1 luck bonus on all saving throws.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, resistance*
Cost 6,500 gp (DC 24)

Adventuring Uzi
Aura moderate transmutation **CL** 7th
Slot weapon **Price** 26,000 gp (DC 29) **Weight** 8 lbs
This diffidently-maintained Uzi submachine gun has a colorful red and orange bandana tied around the grip. Despite the fact the weapon is worn and a little beat-up, it can still blaze away with rapid fire precision.

The Adventuring Uzi is a **+1 Uzi of speed.** While wielding or carrying the weapon, the shooter gains a +1 luck bonus on all saving throws.

Construction
Requirements Craft Magic Arms and Armor, *bless, haste*
Cost 13,000 gp (DC 27)

Anti-Cyber 5.7mm SMG
Aura moderate conjuration **CL** 8th
Slot weapon **Price** 10,600 gp (DC 26) **Weight** 2.5 lbs
This well-balanced, nano-assembled submachine gun is equipped with smart-targeting systems intended to put a well-trained soldier on a competitive level with a full conversion cyborg war machine.

The Anti-Cyborg 5.7mm SMG is a **+2 cyborg-bane next-gen 5.7mm SMG.** The weapon's bane property activates against creatures with the Cyborg subtype.

Construction
Requirements Craft Magic Arms and Armor, *summon monster I*
Cost 5,300 gp (DC 23)

Anti-Cyber Arms
Aura moderate conjuration **CL** 8th
Slot weapon **Price** 6,400 gp (DC 24) **Weight** 4 lbs
Like the *Anti-Cyber 5.7mm SMG*, this well balanced, carbon-nanotube fighting staff is designed to allow a well-trained human soldier to take out a heavily armored cyborg war machine…and make the take-down look easy.

The Anti-Cyber Arms is a **+1 cyborg-bane, cyborg-defiant quarterstaff.** This weapon has the defiant property, normally reserved for armor. Both the weapon's bane and defiant properties activate against creatures with the Cyborg subtype.

Similar Items
This weapon can be based on a *collapsible baton*, *collapsible staff* or *tonfa* base weapon rather than a traditional quarterstaff at no real change in creation cost or purchase price. All three versions of the weapon are equally common.

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Construction
Requirements Craft Magic Arms and Armor, *summon monster I*
Cost 3,200 gp (DC 22)

Anti-Cyber Blade
Aura moderate conjuration **CL** 8th
Slot none **Price** 21,250 gp (DC 29) **Weight** 3 lbs
Highly classified *Anti-Cyber* weapons are usually often wielded by elite police and military squads tasked with taking down heavily armed and nearly invulnerable full conversion cyborgs. The Anti-Cyber Blade is a high-tech, matte black vibro-blade nearly a meter long.

The Anti-Cyber Blade is a **+3 cyborg-bane high frequency sword.** The weapon's bane property activates against creatures with the Cyborg subtype.

Construction
Requirements Craft Magic Arms and Armor, *summon monster I*
Cost 10,625 gp (DC 26)

Anti-Cyber Striking Gloves
Aura moderate evocation **CL** 8th
Slot hands/weapon **Price** 6,750 gp (DC 24) **Weight** negligible
Anti-Cyber Striking Gloves are heavily padded, nanite-infused fighting gloves. The faux leather is a pristine white, while the reinforced knuckles are shiny black.

Anti-Cyber Striking Gloves are **+1 cyborg-bane, mighty cleaving nanoweave combat gloves.** The weapon's bane property activates against creatures with the Cyborg subtype.

Construction
Requirements Craft Magic Arms and Armor, *divine power, summon monster I*
Cost 3,375 gp (DC 22)

Boarding Axe
Aura faint transmutation **CL** 5th
Slot weapon **Price** 22,100gp (DC 29) **Weight** 6 lbs
This heavy, stainless steel designed specifically to chew through starship hulls. The thick, textured white plastic grip fits easily in spacesuit gauntlets. The heavy, angular battleaxe has a specially reinforced, serrated cutting edge lined with industrial diamond grit.

The Boarding Axe is a **+2 advancing battleaxe.**

If the wielder places the Boarding Axe against a starship's hull, the weapon splits apart on previously unseen seams, forming an airlock in the hull as per the spell, *boarding lock.* The Boarding Axe remains in airlock configuration until it is pulled free from the hull as a standard action, whereupon it resumes its axe configuration.

Construction
Requirements Craft Magic Arms and Armor, *boarding lock, feather step*
Cost 11,050 gp (DC 26)

Crash Discus
Aura moderate divination **CL** 6th
Slot weapon **Price** 36,000 gp (DC 30) **Weight** 1 lb
This glowing hard-light discus is a self-projected force field wrapped around a data-load of viruses and dumb-AI malware that can inflict some serious harm against artificially intelligent and heavily cyborged adversaries.

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The Crash Discus is a **+2 construct-bane, high tech-bane pulse chakram of distance.** In addition to Constructs, the weapon's bane property also activates against creatures with the following subtypes: *Android, Battlechanger, Cyborg, Mecha, POETICA, Robot*.

Construction
Requirements Craft Magic Arms and Armor, *clairvoyance/clairaudience, datawipe, summon monster I*
Cost 18,000 gp (DC 28)

Code Cutter
Aura faint conjuration **CL** 8th
Slot none **Price** 32,500 gp (DC 30) **Weight** 1 lb
This impressive blade has a hard light cutting edge that can vary in thickness, at the user's command, from 4-10 inches in width. The non-physical blade is a flat plane of cutting data, glowing sapphire and sparking with viral code that forms circuit patterns within the energy field.

The Code Cutter functions as a **+3 valiant, high tech-bane quantum sword.** The weapon's bane property activates against creatures with the following subtypes: *Android, Battlechanger, Cyborg, Mecha, POETICA, Robot*. The weapon's *valiant* property only activates under one of two conditions. Either the wielder must possess one or more of the subtypes mentioned above, or the challenge's target must possess one or more of these subtypes.

Construction
Requirements Craft Magic Arms and Armor, *datawipe, summon monster I, true strike*
Cost 16,250 gp (DC 28)

Cyber-Ninja's Katana
Aura moderate transmutation **CL** 10th
Slot weapon **Price** 25,000 gp (DC 29) **Weight** 2 lbs
This futuristic katana is forged on a molecular level by assembler nanites. The blade is gleaming silver, the hilt and cross guard a bright silver-white polymer. The cutting edge of the katana is delineated by a wave-like pattern, and this edge glows a pale cobalt.

The Cyber-Ninja's Katana is a **+3 keen high frequency sword.**
While wielding the Cyber-Ninja's Katana, the character may use their DEX modifier rather then their STR modifier to modify attack rolls with the weapon, even though it is not a light weapon.

Special: If the Cyber-Ninja's Katana is wielded by a character also wearing Cyber-Ninja's Armor, the weapon is treated as being a **+3 vorpal high frequency sword** instead.

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, keen edge*
Cost 12,500 gp (DC 26)

Cybertaker Sickle
Aura strong transmutation **CL**
Slot weapon **Price** 37,600 gp (DC 31) **Weight** 2 lbs
This sickle marries ancient and new- a wooden shaft wrapped in leather at least a century old, with a blade of light burning with ancient Mediterranean sigils. Junked circuit components hang from a leather thong, like 22nd century fetishes. Senior Covenguard, especially those who are the sons and husbands of Strega carry these blades, which can carve the steel from a cyborg and reveal the flesh that once was.

The Cybertaker Sickle is a **+1 brilliant energy sickle**.
On a confirmed critical hit against any target enhanced by cybernetics, this weapon nullifies a single cybernetic implant, removing it from the body and replacing it with the new organic tissue and organs, as per the spell *regenerate humanity.* Implants with the highest Drain cost are affected first, with weapons always being affected before defenses, which in turn are affected before sensors and gadgets. Prosthetics are affected last of all.

Construction
Requirements Craft Magic Arms and Armor, *continual flame, gaseous form, regenerate humanity*
Cost 18,800 gp (DC 28)

Damage Control Axe
Aura moderate transmutation **CL** 5th
Slot weapon **Price** 41,000 gp (DC 31) **Weight** 6 lbs
This electrically powered hand axe is painted in eyecatching black and yellow chevrons and has an unusually forward-swept ergonomic shape. These weapons are often kept in starship damage control lockers, or issued to emergency response crews- especially those dealing with chemical leaks and dangerous plasma fires.

The Damage Control Axe is a **+1 neutralizing chain axe.**
When the weapon is held in hand, it provides the user with Acid Resist 10 and Fire Resist 10.

Construction
Requirements Craft Magic Arms and Armor, *purify food and drink, resist energy*
Cost 20,500 gp (DC 28)

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Datawiper
Aura moderate conjuration **CL** 8th
Slot weapon **Price** 20,000 gp (DC 28) **Weight** 2 lbs
The Datawiper is a slimline energy pistol with a silvery sheen. A holographic ring of constantly changing machine-code data slowly rotates around the weapon, just a few millimeters forward of the sleek trigger guard.

The Datawiper is a **+2 high-tech bane spacer's blaster.** The weapon's bane property also activates against creatures with the following subtypes: *Android, Battlechanger, Cyborg, Mecha, POETICA, Robot*. If the weapon scores a critical hit against any target with one of these subtypes, the target must succeed at a DC 14 WILL Save or become *confused* for 1d4 rounds. This ability affects even creatures normally immune to confusion.

Construction
Requirements Craft Magic Arms and Armor, *feeblemind, datawipe, summon monster I*
Cost 10,000 gp (DC 26)

Death Lash
Aura strong necromancy and transmutation **CL** 18th
Slot weapon **Price** 77,000 gp (DC 33) **Weight** 1 lb
This weapon consists of a thick, cylindrical handguard and hilt until the whip is activated- an endlessly twisting, crackling line of crimson energy. The lashes of the whip are spasmodic and abrupt, like high speed photography of a lightning flash that is missing frames, here and there. The air stinks of burning circuitry and ozone when the weapon is active.

The Death Lash is a **+3 vorpal monowhip of distance.** The Death Lash has a maximum range of 30 ft (rather than 15 ft as normal for most whips). Once per day, as part of an attack action, the wielder can make a single whip attack with a maximum range of 100 ft.

Construction
Requirements Craft Magic Arms and Armor, *circle of death, clairvoyance/clairaudience, keen edge*
Cost 38,500 gp (DC 31)

Defender 4600
Aura moderate divination **CL** 6th
Slot weapon **Price** 7,000 gp (DC 25) **Weight** 2 lbs
This angular and extremely futuristic laser pistol is made of glossy black and red plastic. A selector slider near the trigger guard allows the weapon to fire in lethal or non-lethal modes.

The Defender 4600 is a **+1 merciful spacer's blaster of distance.**

Similar Items
The slightly more powerful ***Defender 4800*** has a similar style to the 4600, and is a *+1 merciful smuggler's blaster of distance* instead. The Defender 4800's purchase price is 7,500 gp (DC 25).

The more advanced and far less common ***Defender 5000*** has a similar look, but is a *+1 merciful disintegrator pistol of distance.* The Defender 5000's purchase price is 13,500 gp (DC 27).

Construction
Requirements Craft Magic Arms and Armor, *cure light wounds, clairvoyance/clairaudience*
Cost 3,500 gp (DC 22)

Defensive Tonfa
Aura faint conjuration and transmutation **CL** 5th
Slot weapon **Price** 6,000 gp (DC 24) **Weight** 1 lb
This modern fighting tonfa has a striking surface molded from high-impact, high-visibility orange polymer and a sure-grip textured black handle. The Defensive Tonfa allows the wielder to kick as much ass as needed, without the risk of a wild swing turning a brawler into a murderer.

The Defensive Tonfa is a **+1 countering, merciful tonfa.**

Construction
Requirements Craft Magic Arms and Armor, *cat's grace, cure light wounds*
Cost 3,000 gp (DC 22)

Depressor Pistol
Aura moderate enchantment **CL** 8th
Slot weapon **Price** 68,000 gp (DC 32) **Weight** 4 lbs
This petite, psi-tech weapon does little physical harm, but can cleanly and decisively end a battle. The energy weapon is seemingly delicate, small enough to fit in a child's palm, but is more durable than it looks.

The Depressor Pistol is a **+1 merciful snub-nosed ion pistol.**
A target hit with the Depressor Pistol must succeed at a DC 16 WILL Save or be affected by *crushing despair.* A target that successfully saves against this effect cannot be affected by the Depressor Pistol for 24 hours.

Construction
Requirements Craft Magic Arms and Armor, *crushing despair, cure light wounds*
Cost 34,000 gp (DC 30)

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Exterminator Rig
Aura moderate conjuration **CL** 8th
Slot weapon **Price** 18,500 gp (DC 28) **Weight** 50 lbs
This extremely heavy-duty military energy weapon is deployed with squads facing the worst and most entrenched alien threats. The long, heat-resistant barrel is graffitied with violent slogans promising death to xeno-predators of all kinds.

The Exterminator Rig is a **+2 aberration-bane, vermin-bane tracker gun.**

Construction
Requirements Craft Magic Arms and Armor, *summon monster I*
Cost 9,250 gp (DC 25)

Exterminator Rifle
Aura moderate conjuration **CL** 8th
Slot weapon **Price** 6,750 gp (DC 24) **Weight** 25 lbs
Not every soldier can be equipped with an *Exterminator Rig*, so these heavy-duty military plasma rifles are a stopgap measure between the massive firepower offered by the bulky Rig, and not having any occult-tech firepower at all. Like the Rig, this weapon is usually graffitied with anti-alien slogans on the barrel and butt stock.

The Exterminator Rifle is a **+1 aberration-bane, vermin-bane military plasma rifle.**

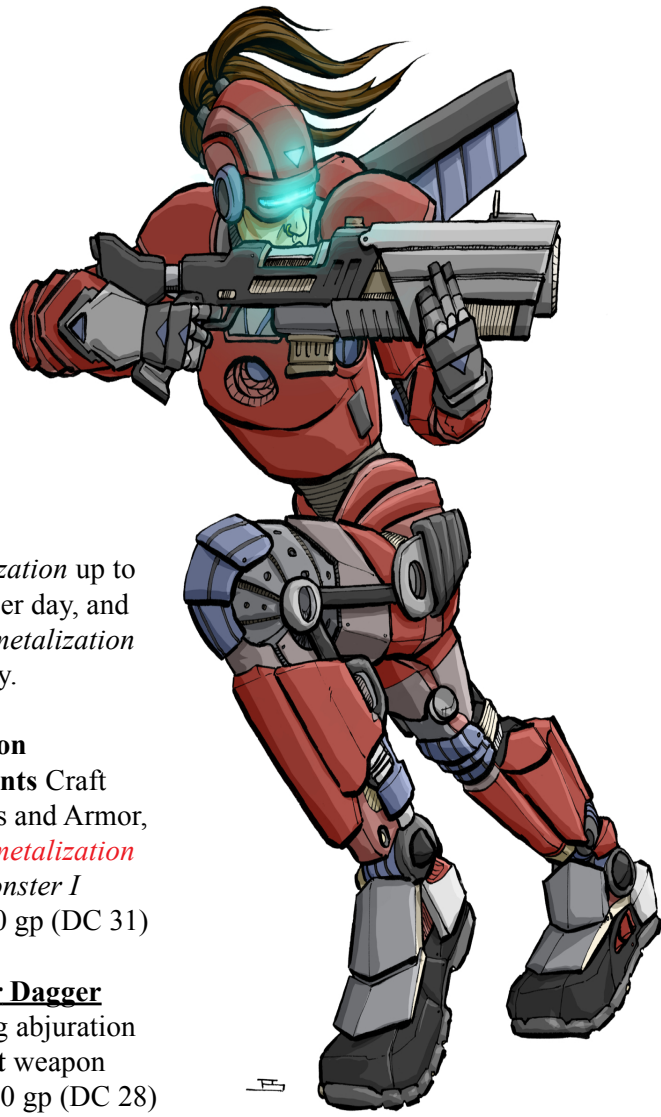
Construction
Requirements Craft Magic Arms and Armor, *summon monster I*
Cost 3,375 gp (DC 22)

Forgehead
Aura strong transmutation **CL** 16th
Slot weapon **Price** 91,600 gp (DC 33) **Weight** 50 lbs
The Forgehead is a goliath, ultra-tech warhammer whose faceted, rectangular hammerhead floats several inches above the fully metallic shaft, tethered by unbreakable gravitic and magnetic forces. The Forgehead is hot to the touch, and the hammer head glows with a golden inner light. The weapon is forged from a reflective golden alloy.

The Forgehead is a **+4 construct-bane, high-tech bane gravity hammer.** The weapon's second bane property also activates against creatures with the following subtypes: *Android, Battlechanger, Cyborg, Mecha, POETICA, Robot*. The Forgehead grants the wielder a +10 competence bonus on Craft (cybernetic, mechanical and electronic) checks.

Special: If the Forgehead is wielded by any creature with the Battlechanger subtype, the character may cast *transmetalization* up to five times per day, and *mass transmetalization* once per day.

Construction
Requirements Craft Magic Arms and Armor, *mass transmetalization summon monster I*
Cost 45,800 gp (DC 31)



FutureWar Dagger
Aura strong abjuration
CL 10th **Slot** weapon
Price 19,500 gp (DC 28)
Weight 1 lb
This matte grey fighting knife is designed in a 'talon' style, with a wide metal thumbhole at the end of the hilt. Elite soldiers and mercenaries throughout the multiverse carry one of these lethal blades as a secondary weapon for silent operations.

The FutureWar Dagger is a **+2 defiant combat balanced dagger.** A creature struck by the FutureWar Dagger must succeed at a WILL Save (DC 10 + the damage inflicted) or be *silenced* for one round. The effects of multiple strikes extend the duration.

Similar Items
Some soldiers prefer a more traditional dagger or machete (short sword) base for this weapon, and more unusual or exotic weapon bases, such as sai or katar (punching dagger), are also possible. Changing the base weapon to a different type of non-powered, low-tech melee weapon affects nothing else about this magic item's pricing or construction requirements.

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Construction
Requirements Craft Magic Arms and Armor, Heroic Defiance, *break enchantment, stabilize, silence*
Cost 9,750 gp (DC 25)

FutureWar Rifle
Aura moderate divination **CL** 6th
Slot weapon **Price** 12,700 gp (DC 26) **Weight** 13 lbs
When this matte grey weapon is powered down, it collapses into a meter long brick that more than anything else, looks like a big plastic 2x4. When the shooter's hand approaches the touch-senstive trigger system, the advanced plasma rifle 'wakes up' and the modular components slide out to form an ergonomic buttstock, trigger guard, angular nightvision scope and gun barrel. The firing barrel is heat-resistant ceramic and transparent aluminum that glows with a rancid yellow light. Versions of this weapon are standard occult-tech equipment for elite soldiers throughout the multiverse.

The FutureWar Rifle is a **+1 plasma rifle of distance and unlimited ammunition.** While wielding this enchanted rifle, the shooter gains a +3 competence bonus on Stealth and Survival checks, as well as on Perception checks made to spot traps or IEDs. The shooter is allowed a Perception check to detect such a hazard any time he merely comes within 30 ft of one, even if not actively searching.

Construction
Requirements Craft Magical Arms and Armor, *blast sweep, clairaudience/clairvoyance, infinite ammunition*
Cost 6,350 gp (DC 24)

FutureWar SMG
Aura moderate divination **CL** 10th
Slot weapon **Price** 21,300 gp (DC 29) **Weight** 2 lbs
This matte grey sub-machinegun is built along similar lines to the FutureWar Rifle, and in its inactive state, is merely an enigmatic brick of grayish polymer. When activated, the weapon becomes a blunt, well-balanced SMG. The weapon's barrel is recessed into the casing, giving it a flattened, blunt appearance.

The FutureWar SMG is a **+2 stalking advanced SMG of infinite ammunition.** While wielded, this weapon provides the shooter with a +3 competence bonus on Stealth and Survival checks.

Construction
Requirements Craft Magic Arms and Armor, *hunter's eye, infinite ammunition, true strike*
Cost 10,650 gp (DC 26)

Gauntlet, Gateway
Aura strong conjuration **CL** 14th
Slot weapon **Price** 230,000 gp (DC 37) **Weight** 5 lbs
The Gateway Gauntlet is a milk white, slightly tapered cylinder fit tightly over the shooter's dominant hand. A trio of glossy blue-steel pincers protrude from the barrel, and 'weave' colorful strands of aquamarine, blue and violet energy into a coherent energy beam each time the trigger is touched.

The Gateway Gauntlet is a **+3 blaster gauntlet.** Unlike normal Blaster Gauntlets, the Gateway Gauntlet inflicts force damage rather than fire damage.

The wearer's user can utilize a heavily modified form of *phase door* at will by firing the Gateway Gauntlet and creating a short range dimensional portal. Once a new portal is created by the Gateway Gauntlet, all previously created portals vanish. The portal created is visible to all, a glowing aperture in reality surrounded by a corona of cold light, and you can see through the portal even without passing through it.

Only the Gateway Gauntlet's wielder, and those he or she is in direct physical contact with at the moment of transition, can pass through this portal. Energy, however, can pass through the portal in both directions. For instance, an enemy can shoot at the portal's creator through the portal via spells, energy weapons or innate energy projection abilities. Fortunately, the Gauntlet's owner can at least shoot back.

Construction
Requirements Craft Magic Arms and Armor, *magic missile, phase door*
Cost 115,000 gp (DC 34)

Gauntlet, Hunting
Aura faint conjuration **CL** 8th
Slot weapon **Price** 22,500 gp (DC 29) **Weight** 5 lbs
A wide variety of Hunting Gauntlets exist, differentiated by barrel color. Each weapon is a cylindrical tube that fits over the wearer's shooting hand and projects a powerful force beam.

All Hunting Gauntlets are **+2 *-bane, *-bane blaster gauntlets of infinite ammunition.**
Each specific weapon corresponds to a specific two bane properties, and the weapon's color indicates its function.

If a Hunting Gauntlet is ever found as random treasure, you can roll 1D6 to determine the weapon's properties, or choose one.

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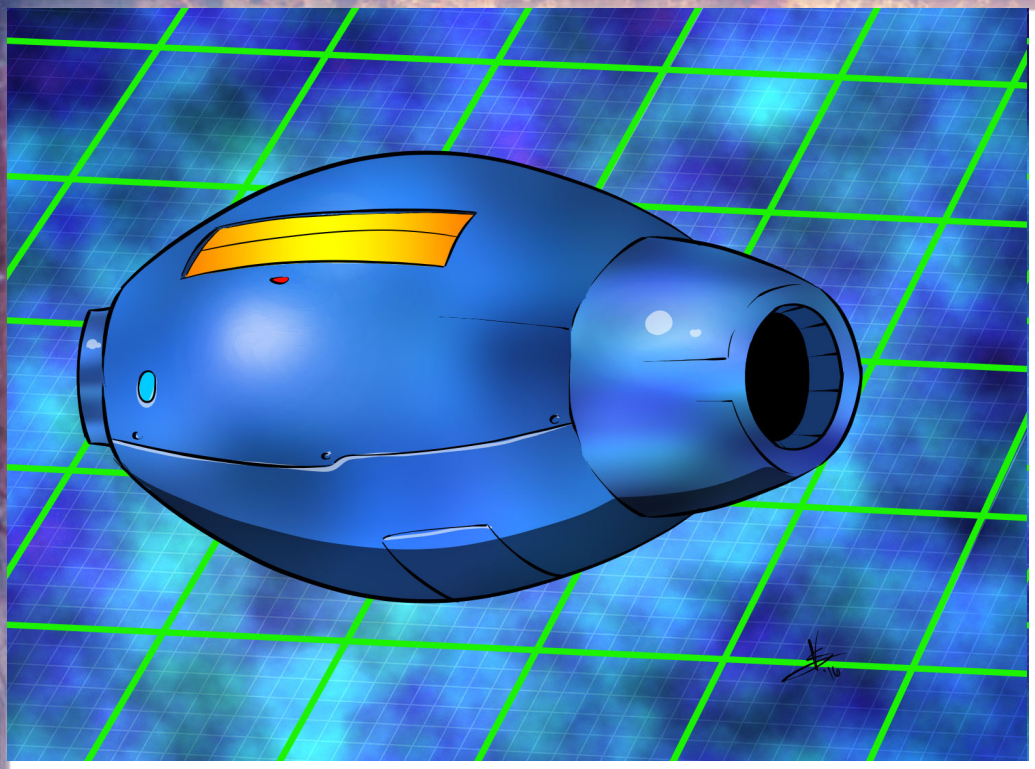

1) ***Red Hunting Gauntlets*:** Are **Animal** and **Magical Beast Bane** weapons.
2) ***Orange Hunting Gauntlets*:** Are **Aberration** and **Ooze Bane** weapons.
3) ***Yellow Hunting Gauntlets*:** Are **Ooze** and **Vermin Bane** weapons.
4) ***Green Hunting Gauntlets*:** Are **Dragon** and **Reptilian Bane** weapons. The weapon's second bane property activates against creatures with the Reptilian subtype.
5) ***Blue Hunting Gauntlets*:** Are **Construct** and **High-Tech Bane** weapons. The weapon's second bane property also activates against creatures with the following subtypes: *Android, Battlechanger, Cyborg, Mecha, POETICA, Robot*.
6) ***Violet Hunting Gauntlets*:** Are **Aberration** and **Undead Bane** weapons.

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, summon monster I*
Cost 11,250 gp (DC 26)

Gauntlet, Sonic Mirage
Aura strong illusion **CL** 10th
Slot weapon **Price** 29,750 gp (DC 29) **Weight** 5 lbs
This silver and grey cylinder fits over the wearer's shooting hand, and terminates in an articulated projection disk, resembling a radio-telescope lens in miniature. Intense LED displays burn fire red along the sides of the weapon and near center of the energy emitter.

The Sonic Mirage Gauntlet functions as a **+2 thundering blaster gauntlet.** Once per day, the wielder may use either *shadow conjuration* or *shadow evocation* via the Sonic Mirage gauntlet. These creations and effects always take the form of pinkish-red holograms, and have the *sonic* rather than the *shadow* descriptor.

Creatures and objects conjured via this effect inflict sonic damage rather than the base damage of creatures of their type, and any spell effect duplicated in this way always deals sonic damage. For example, a goblin 'conjured' with this effect would inflict sonic damage with its spear, and a *fireball* duplicated by this effect would deal sonic rather than fire damage. All creatures and objects conjured by the Sonic Mirage Gauntlet are themselves Vulnerable to sonic energy.

Construction
Requirements Craft Magic Arms and Armor, *blindness/deafness, shadow conjuration, shadow evocation*
Cost 14,875 gp (DC 27)

Ghost-Hunter's Shotgun
Aura moderate conjuration **CL** 9th
Slot weapon **Price** 6,250 gp (DC 24) **Weight** 4 lbs
Sometimes the subtle rites of exorcism get set aside for brute-force solutions. The Ghost-Hunter's Shotgun is the most brute-force solution possible when it comes to incorporeal spirits. This ugly sawed off shotgun has crude holy symbols amateurishly carved into the cut-down wooden stock.

The Ghost-Hunter's Shotgun is a **+1 ghost-touch, huntsman sawed-off shotgun.** The weapon bestows the *ghost touch* property on any non-magical ammunition loaded into it.

Construction
Requirements Craft Magic Arms and Armor, *detect animals and plants, plane shift*
Cost 3,125 gp (DC 22)

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Great Soul Blade
Aura strong conjuration **CL** 12th
Slot weapon **Price** 35,000 gp (DC 30) **Weight** 8 lbs
A pulsing, square-cut bluish-white crystal the size of a grapefruit forms the central crossguard of this heavy, steel-alloy blade. The Great Soul Blade is double-edged, and the silvery metal never needs to be polished or sharpened to keep its fine edge. Angular runes run the length of the blade's central blood groove. When the wielder calls upon the sword's mystic power, blue flames run the two-meter length of the blade.

The Great Soul Blade is a **+3 ki intensifying, lifesurging greatsword.** A Monk may treat this weapon as a monk weapon in all respects.

Construction
Requirements Craft Magic Arms and Armor, creator must be a Monk, Channeled Smite, cure serious wounds, deathward, disrupt undead.
Cost 17,500 gp (DC 28)

Hacker's Katana
Aura moderate transmutation **CL** 9th
Slot weapon **Price** 5,050 gp (DC 23) **Weight** 6 lbs
The hilt of this modern recreation of a traditionally crafted katana is wrapped in breathable black pseudo-leather rather than manta leather. A simple pattern of bar-coded lines are pressed into the tang as a maker's mark: a binary code translation of the first sentence of the novel *Snow Crash.*

The Hacker's Katana is a **+1 katana.**
The wielder may use their INT modifier rather than their STR modifier with this weapon when determining to hit and damage bonuses. While the weapon is carried, the wielder gains a +5 competence bonus on Computer Use checks.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, hacker spark*
Cost 2,525 gp (DC 21)

Heat Saber
Aura strong evocation **CL** 12th
Slot weapon **Price** 16,900 gp (DC 28) **Weight** 3 lbs
This long, single edged straight blade has molecular heating elements at the tip and cutting edge, visible as a complex meander- gleaming silver against the dull gunmetal of the blade, which flares with visible, white-hot heat when activated.

The Heat Saber is a **+2 igniting gladius.**

Similar Items
Virtually any melee weapon can be substituted for the gladius that is this weapon's base. *Heat Tonfa* and *Heat Batons* (built around a collapsing baton) are popular police and military weapons. *Heat Rapier* and *Heat Longswords* are popular, and stylish combat choices. *Heat Maces* are scary, brutal and **very** effective close combat weapons. These variants have virtually identical cost and construction requirements.

Construction
Requirements Craft Magic Arms and Armor, *fireball*
Cost 8,450 gp (DC 25)

Ice Crawler Axe
Aura strong evocation **CL** 11th
Slot weapon **Price** 84,400 gp (DC 33) **Weight** 6 lbs
The Ice Crawler Axe is beloved of scavengers and ship-breakers prowling frozen hell-worlds and comets. This extremely heavy weapon takes the form of an adamant-tipped chainsaw with a blade nearly 1.5 meters long. White flame vents along the length of the blade add high-intensity heat to the weapon, while life-support enchantments keep the wielder alive even in hellholes approaching absolute zero.

The Ice Crawler Axe is a **+2 flaming chain axe of greater cold resistance.** The wielder does not need to make Acrobatics checks to cross frozen terrain, and can ignore 5 ft of difficult terrain caused by ice or snow per round.

Construction
Requirements Craft Magic Arms and Armor, *flame strike, resist energy, pass without trace*
Cost 42,200 gp (DC 31)

Knuckle Bomber
Aura faint necromancy **CL** 5th
Slot none **Price** 4,800 gp (DC 23) **Weight** 2 lbs
This articulated fighting gauntlet incorporates a specially reinforced knuckleguard fitted with several dime-sized shaped charges designed to detonate at the moment of impact.

The Knuckle Bomber is a **+1 thundering cestus.**

Similar Items
The ***Powered Knuckle Bomber*** is a **+1 thundering power cestus.** Built upon a much more expensive base weapon, increase the purchase price and creation cost by +2,000 gp. Powered Knuckle Bombers are often paired with powered armor for additional strength enhancement. It's also possible to build Powered or non-powered Knuckle

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Bombers that occupy the foot slot rather than the weapon slot, for martial artists specializing in kick-based styles.

Construction
Requirements Craft Magic Arms and Armor, *blindness/deafness*
Cost 2,400 gp (DC 20)

Mecha-Hunter
Aura faint conjuration **CL** 8th
Slot weapon **Price** 32,000 gp (DC 30) **Weight** 25 lbs
This futuristic rocket launcher has the end of its twinned launch tubes painted in a hot red and gold check pattern. Black stenciled tanks and combat mecha, representing kills, are painted down the length of each tube.

The Mecha-Hunter is a **+3 construct-bane, cunning anti-armor rocket launcher of infinite ammunition.** The weapon's Bane property inflicts +3d6 damage against Constructs with the Mecha subtype, and +2d6 extra damage against all other Constructs. The weapon's cunning property is keyed to Knowledge (technology) or Knowledge (tactics).

Construction
Requirements Craft Magic Arms and Armor, *infinite ammunition, summon monster I, true strike*
Cost 16,000 gp (DC 32)

Nano-Sword
Aura moderate transmutation **CL** 10th
Slot weapon **Price** 21,600 gp (DC 29) **Weight** 2 lbs
A variety of arms manufacturers engineer Nano-Swords. Assembled on a molecular level by legions of clever nanites rather than traditionally forged, these weapons have a mono-molecular cutting edge of unparalleled sharpness. These ultra-sharp blades are gleaming greenish-silver that always shimmers wetly.

The Nano-Sword is a **+3 keen fractal cutter.**
The wielder is treated as if she possessed the Improved Sunder feat when attempting to sunder any external cybernetic system with the *Nanotech* tag.

Construction
Requirements Craft Magic Arms and Armor, *keen edge*
Cost 10,800 gp (DC 26)

Nano-Sword, Vorpal
Aura strong necromancy and transmutation **CL** 18th
Slot weapon **Price** 61,250 gp (DC 32) **Weight** 2 lbs
Vorpal Nano-Swords are heavy, carbon-fiber blades with a mono-molecular edge. The blade's weight is kept down with a fine mesh pattern of cut-outs running the length of the blade.

The Nano-Sword is a **+2 mighty cleaving vorpal fractal cutter.**
The wielder is treated as if she possessed the Improved Sunder feat when attempting to sunder any external cybernetic system with the *Nanotech* tag.

Construction
Requirements Craft Magic Arms and Armor, *circle of death, divine power, keen edge*
Cost 30,625 gp (DC 30)

Neo-Knight's Axe
Aura faint necromancy **CL** 6th
Slot none **Price** 23,900 gp (DC 29) **Weight** 6 lbs
This heavy chain-axe has a baroque steel chassis riveted to the rear of the head, covering up the roaring engine that powers the cutting chain. A thick golden spike protrudes from each side of the weapon, promising death and pain, and a long golden chain dangles from the haft.

The Neo-Knight's Axe is a **+3 cruel chain-axe.**

When wielded by a character wearing any grade of powered armor, the Neo-Knight's Axe is treated as a light, one-handed weapon instead of a two-handed weapon. If wielded paired by a character wearing any grade of powered armor, the character is treated as possessing the Two Weapon Fighting feat.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, cause fear, death knell*
Cost 11,950 gp (DC 26)

NERF Blaster
Aura strong abjuration **CL** 12th
Slot weapon **Price** 39,500 gp (DC 31) **Weight** 5 lbs
A bit of wry gamer's humor, combined with occult-technology creates a very effective magical blaster out of a children's toy. The NERF Blaster is exactly what the name implies, an enchanted foam-dart launcher, made out of primarily colored plastic, launching long foam-rubber missiles. The NERF Blaster is designed to incapacitate and weaken rather than kill outright, and is very effective if paired with allies wielding more traditionally lethal weapons.

The NERF Blaster functions as a **+1 lesser designating, merciful, nullifying and phase locking military SMG.**
The NERF Blaster cannot fire in lethal mode under any circumstance.

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Construction
Requirements Craft Magic Arms and Armor, *antimagic field, cure light wounds, dimensional anchor, instant enemy*
Cost 19,750 gp (DC 28)

Noisy Cicada Blaster
Aura strong evocation **CL** 12th
Slot weapon **Price** 23,750 gp (DC 29) **Weight** 1 lb
This embarrassingly tiny, dinky little blaster pistol packs a punch like a battleship's main armament.

The Noisy Cicada Blaster is a **+1 igniting, thundering, viscous rainbow dart blaster.** On a successful normal hit, this beast inflicts 2d3 force +2d6 fire +2d6 energy to the target and 1d6 damage to the shooter and it gets worse on a critical hit! Yes, it has the *vicious* property, normally reserved for melee weapons, because of the backwash from this insanely overcharged energy weapon.

Construction
Requirements Craft Magic Arms and Armor, *blindness/deafness, enervation, fireball*
Cost 11,875 gp (DC 26)

Phase Nullifier
Aura moderate conjuration **CL** 9th
Slot weapon **Price** 28,150 gp (DC 29) **Weight** 2 lbs
This cumbersome and rather non-ergonomic blaster has a gleaming chrome finish. The weapon is a squared-off hunk of chrome and polymer, with a pair of blunt twin projector barrels and a wide, rear-swept pistol grip.

The Phase Nullifier is a **+2 ghosttouch, shapechanger-bane, phase locking smuggler's blaster.** The weapon's bane property activates against targets of the shapechanger subtype.

Construction
Requirements Craft Magic Arms and Armor, *dimensional anchor, plane shift, summon monster I*
Cost 14,075 gp (DC 27)

Piledriver
Aura strong evocation **CL** 14th
Slot none **Price** 73,950 gp (DC 33) **Weight** 20 lbs
The exaggerated knuckle joints of this massive powered gauntlet are wasp yellow against the dingy grayish-black pigiron of the rest of the powerful robotic fist. Above the

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knuckles, a protruding wedge of steel like the point of a jackhammer is decorated with yellow and black hazard striping.

The Piledriver is a **+4 impact power cestus.** Once per day, the wielder can strike the ground to create an *earthquake* effect with an 80 ft radius.

Construction
Requirements Craft Magic Arms and Armor, *earthquake, giant form I*
Cost 36,975 gp (DC 31)

Professional's Weapon
Aura moderate divination **CL** 6th
Slot none **Price** 23,200 gp (DC 29) **Weight** 8 lbs
Cold and tangible shadow-stuff has taken the form of an M-16 assault rifle. Wisps of darkness drift from the inky black barrel like smoke- light is dimmer and sounds are quieter in the presence of this weapon.

The Professional's Weapon is a **+3 M-16A2 assault rifle of distance.** While wielding or carrying the weapon, the wielder gains a +5 competence bonus on Stealth checks. The Professional's Weapon is completely silent, even when firing in full-auto mode. Light levels are worsened by one step within 10 ft of the weapon: bright illumination becomes standard, becomes dim, becomes darkness. The wielder can suppress or resume this property at will as a move-equivalent action.

Construction
Requirements Craft Magic Arms and Armor, *clairvoyance/clairaudience, invisibility, silence*
Cost 11,600 gp (DC 26)

Quill Launcher
Aura moderate divination **CL** 6th
Slot weapon **Price** 7,175 gp (DC 25) **Weight** 2 lbs
This sleek, bio-organic pistol is tiny even in the hands of the smallest woman or youngest child, and is easily concealed. The weapon uses occult technology to instantly coalesce new needles from ambient pollution and water vapor, and uses chemically stimulated artificial muscles to fire the needles to incredible range.

The Quill Launcher is a **+1 needler of distance and infinite ammunition.** The weapon always produces needles coated with *lactic retention enzyme* poison. Subtle enchantments, combined with the weapon's small size and stealthy design provide the wearer with a +8 competence bonus on Sleight of Hand checks to conceal the Quill Launcher.

Construction
Requirements Craft Magic Arms and Armor, *clairvoyance/clairaudience*, *infinite ammunition*
Cost 3,587 gp (DC 22)

Reentry Pistol
Aura moderate evocation **CL** 12th
Slot weapon **Price** 56,500 gp (DC 32) **Weight** 4 lbs
The Reentry Pistol is an extensively modified plasma pistol, whose grip and energy cell are sheathed in heat-resistant ceramic tiles, identical to those found on space shuttles.

The Reentry Pistol is a **+2 flaming burst spacer's blaster.** It inflicts 3d6 fire damage on a normal hit, or 3d6+1d10 fire damage on a confirmed critical hit. While wielding the Reentry Pistol, the character gains Fire Resistance 5

Construction
Requirements Craft Magic Arms and Armor, *fireball, resist energy*
Cost 28,250 gp (DC 29)

Ring, Blaster
Aura moderate abjuration **CL** 5th
Slot ring **Price** 3,200 gp (DC 22) **Weight** negligible
What looks like an ordinary wedding ring with a fine golden band and inset ruby is truly an advanced personal energy weapon.

The Blaster Ring functions as a **+1 spacer's blaster.** The weapon cannot be detected as such by any known scanner or divinatory magic.

Construction
Requirements Craft Magic Arms and Armor, *non-detection*
Cost 1,600 gp (DC 19)

Scout-Sniper's Railgun
Aura moderate abjuration **CL** 12th
Slot none **Price** 97,500 gp (DC 34) **Weight** 30 lbs
This advanced railgun has auto-stabilizing systems and occult-tech accuracy guarantees built in. The buttstock is a shapeshifting memory metal that can change firmness, shape and even surface adhesion for accuracy in just about any position the shooter decides to fire from. The fold-down tripod can be configured in a variety of ways with just a few clicks and snaps.

The Scout-Sniper's Railgun is a **+5 nimble sniper's railgun of distance.**

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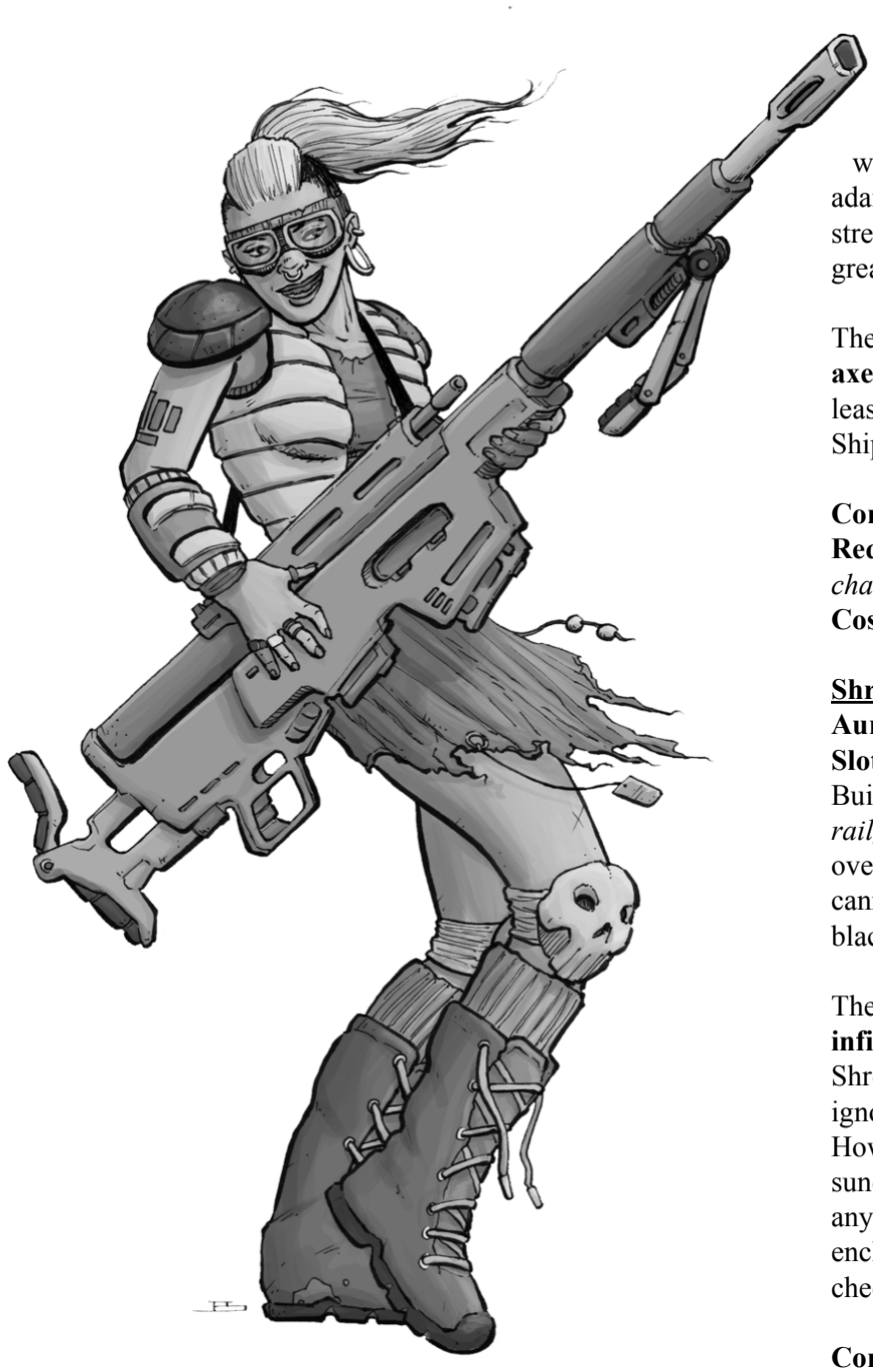

The Scout-Sniper's Railgun does not suffer a penalty for shooting from a moving vehicle or while moving. While the weapon is wielded or carried, the shooter gains a +4 competence bonus on Stealth checks.

Construction
Requirements Craft Magic Arms and Armor, *bow spirit, clairvoyance/clairaudience*
Cost 48,750 gp (DC 31)

Ship Ripper
Aura moderate transmutation **CL** 12th
Slot weapon **Price** 24,850 gp (DC 29) **Weight** 25 lbs
This massive axe has a whirling chain edge studded with inch long industrial diamonds sheathed in adamantine. The chain axe's casing is a sunfire gold, streaked with black hazard painting and splattered with grease and soot.

The Ship Ripper is a **+2 adamantine wounding chain axe.** When attacking any starship or other vehicle of at least Gargantuan size, multiply the damage inflicted by the Ship Ripper by 10!

Construction
Requirements Craft Magic Arms and Armor, *bleed, chainsaw hands**
Cost 12,425 gp (DC 26)

Shredder Multi-Railgun
Aura strong transmutation **CL** 11th
Slot none **Price** 215,000 gp (DC 37) **Weight** 85 lbs
Built on the already impressive platform of a *gatling railgun*, the Shredder might be the most monstrously overpowered squad support weapon in known space. The cannon's eight rotating barrels are painted in alternating black and gold, like a wasp's thorax.

The Shredder Multi-Railgun is a **+4 gatling railgun of infinite ammunition.** Like all gatling railguns, the Shredder resolves its attacks as ranged touch attacks and ignores natural and equipment and shield bonuses to AC. However, the Shredder allows the wielder to make a free sunder attempt against the manufactured armor or shield of any target struck by the weapon. The Shredder's enchantment bonus is also applied to the wielder's CMB check to sunder.

Construction
Requirements Craft Magic Arms and Armor, *disintegrate, infinite ammunition*
Cost 107,500 gp (DC 34)

Singularity Grenade (Cn)
Aura strong transmutation **CL** 12th
Slot weapon **Price** 3,600 gp (DC 22) **Weight** 1 lb
These deadly grenades are small triangular devices with pulsing violet energy visible beneath the glass-like housing. When the grenade is thrown, everything in the burst radius is sucked into a microscopic black hole that lasts for only a fraction of a second…barely long enough to utterly vaporize anything sucked in.

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The Singularity Grenade is a grenade-like weapon that has a 10 ft range increment and a 20 ft burst radius. All creatures and objects within this radius are affected by *disintegrate* if they fail a DC 15 FORT Save.

Construction
Requirements Craft Magic Arms and Armor, *disintegrate*
Cost 1,800gp (DC 20)

Slatewiper
Aura strong evocation **CL** 18th
Slot weapon **Price** 119,600 gp (DC 34) **Weight** 45 lbs
This truly oversized, prodigiously heavy gravity hammer's internal components are forged from rare-earth minerals mined in Earth's Yucatan Peninsula, where an asteroid impact brought an end to the age of the dinosaurs millions of years ago. The Slatewiper's striking surface is a hull-metal polygon which glows with intense and cold internal light.

The Slatewiper is a **+5 invigorating, mighty cleaving gravity hammer.** Once per day, the wielder can cast *earthquake,* by striking the Slatewiper to the ground.

Construction
Requirements Craft Magic Arms and Armor, *divine power*, *earthquake, good hope*
Cost 59,800 gp (DC 32)

Street Judge's Enforcer
Aura faint transmutation **CL** 4th
Slot weapon **Price** 13,300 gp (DC 27) **Weight** 4.5 lbs
The Street Judge's Enforcer is a bulky personal energy pistol with a glossy black casing with the same harsh lines as *Street Judge's Armor.* A golden eagle badge is stamped into the contoured black pistol grip.

The Street Judge's Enforcer is a **+2 jurist smuggler's blaster of infinite ammunition.**

Construction
Requirements Craft Magic Arms and Armor, *owl's wisdom, infinite ammunition*
Cost 6,850 gp (DC 24)

Street Judge's Machine Pistol
Aura strong evocation **CL** 12th
Slot weapon **Price** 61,250 gp (DC 32) **Weight** 3 lbs
The Street Judge's Machine Pistol is assembled from the same gloss-black alloy as the hardened plating of the *Street Judge's Armor* and matching helmet. A stylized eagle badge is stamped into the casing. The weapon glows with fiery internal light.

The Street Judge's Machine Pistol is a **+3 igniting, nimble shot military SMG.**

Construction
Requirements Craft Magic Arms and Armor, *bow spirit, fireball*
Cost 30,625 gp (DC 30)

Street Judge's Skullbuster
Aura faint enchantment **CL** 5th
Slot weapon **Price** 16,500 gp (DC 28) **Weight** 1 lb
This polymer plastic fighting stick has a durable ebony shaft. The hilt is capped with a large and baroque silver eagle, which clutches the weapon in its talons.

The Street Judge's Skullbuster is a **+2 invigorating shapememory truncheon.**

Construction
Requirements Craft Magic Arms and Armor, *good hope.*
Cost 8,250 gp (DC 25)

Super Scientific Railgun
Aura strong abjuration and conjuration **CL** 14th
Slot weapon **Price** 65,000 gp (DC 32) **Weight** 30 lbs
This unique railgun is the gleaming, glossy cloud-white of a new iPad, accented by cool-blue indicator lights, intuitive touch screen displays and control surfaces. It is clean, modern and rational…a perfect weapon against a world that is anything but.

The Super Scientific Railgun is a **+3 axiomatic, dispelling burst sniper railgun of disruption.**

Any non-lawful, outsider, fey or undead creature wielding the weapon suffers one negative level, which never results in actual level loss, but cannot be removed while the weapon is wielded.

Construction
Requirements Craft Magic Arms and Armor, *greater dispel magic, heal, order's wrath,* creator must be lawful
Cost 32,500 gp (DC 30)

Tank-Killer Blade
Aura strong transmutation **CL** 10th
Slot weapon **Price** 18,000 gp (DC 28) **Weight** 8 lbs
The Tank-Killer Blade is goliath bastard sword forged from the recycled wing of an A-10 Thunderbolt ground-attack plane. These blades are usually hand-painted with the patriotic colors of the wielder's nation or military unit.

The Tank-Killer Blade is a **+2 keen, impact bastard sword.** The Tank-Killer Blade ignores Hardness when

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used against Constructs and vehicles of Size Huge or larger; it does not affect the Hardness or Large of smaller Constructs or vehicles.

Construction
Requirements Craft Magic Arms and Armor, *bull's strength, keen edge, righteous might, shatter*
Cost 9,000 gp (DC 25)

Thunderstrike Blade
Aura faint necromancy **CL** 5th
Slot weapon **Price** 17,400 gp (DC 27) **Weight** 3 lbs
With a blade formed from a little over a meter of caged golden electricity, the Thunderstrike Blade is an especially impressive occult-tech weapon. The projector hilt is gilded and intricately carved, with a non-conductive rubberized grip.

The Thunderstrike Blade is a **+2 thundering arc sword.**
When making a FORT Save to resist permanent deafness from the weapon's thundering property, cybernetic creatures add their Drain rating as a circumstance penalty on the saving throw.

Construction
Requirements Craft Magic Arms and Armor, *blindness/deafness*
Cost 8,700 gp (DC 25)

Trailbreaker Blade
Aura moderate conjuration **CL** 8th
Slot weapon **Price** 16,000 gp (DC 27) **Weight** 2 lbs
This matte grey, sharply angled machete is often found in the hands of frontier explorers, first-wave colonists and terraformers. It is the perfect survival tool with which to challenge an alien eco-system.

The Trailbreaker Blade is a **+2 animal-bane, plant-bane short sword.**
While wielding the Trailbreaker Blade, the character gains a +2 enchantment bonus on FORT Saves against naturally occurring poisons. By penetrating an item of food or drink with the tip of the blade (slicing a cut of meat or piercing a melon, for instance) the blade can determine if that item is safe for the wielder to consume. If the touched food or drink is naturally toxic or harmful to the wielder, or is poisoned, pulsing crimson veins become briefly visible on the matte grey blade.

Construction
Requirements Craft Magic Arms and Armor, *delay poison, summon monster I*
Cost 8,000 gp (DC 25)

Wargrinder
Aura moderate transmutation **CL** 10th
Slot weapon **Price** 33,000 gp (DC 30) **Weight** 32 lbs
Two weapons in one, each as ugly and brutal as war itself. The Wargrinder is a cut-down squad-support machine gun housed in a blunt, ergonomic chassis with an integrated chainsaw bayonet mounted beneath the barrel. The weapon is unpainted, dingy aluminum and steel, dirty with grit and dried blood.

The Wargrinder is two weapons in one, though the user can only operate one weapon at a time. Changing between weapon modes is an immediate action.

The Wargrinder's ranged option is a **+2 nimble M-60 machinegun.**
The Wargrinder's melee option is a **+2 keen, wounding chainsaw.**

Construction
Requirements Craft Magic Arms and Armor, *bleed, bow spirit, keen edge*
Cost 16,500 gp (DC 28)

Minor and Major Artifacts

This section details all the various artifact level items that could conceivably be discovered by star-crossing, Multiverse-exploring adventurers. The exact locations and capabilities of these items are shrouded in myth and oft-inaccurate legend or buried in forgotten relics aboard ruined stations.

These artifacts are grouped in the same categories as other magical items: magical costuming, magical weapons, consumable items and other wondrous items.

Rather than two sections describing major and minor artifacts, this chapter instead lists the artifact's type and relative rarity directly below the artifacts name. Of course, what it means for an artifact level item to be 'common' is purely in the game master's hands, but such an item is infinitely easier to find than a 'rare' artifact, which in turn is far more common than truly unique artifacts, which are often historic treasures beyond price. It can be a quest spanning an entire campaign to even catch a glimpse of one of the Multiverse's most unique artifacts….

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Artifact Magical Armors and Costuming

Dataward
Uncommon Minor Artifact
Aura strong abjuration and evocation **CL** 20th
Slot armor **Weight** 2 lbs
In its inactive state, the Dataward is a plain golden ring with a single band of bright white luminescence running along it's circumference (and occupies the ring slot). When twisted as a move-equivalent action, the Dataward explodes in a cascade of silvery light that takes the form of a glowing suit of ultra-advanced powered armor made out of pure force and illumination.

In its active state, the Dataward acts as a **+4 ghost touch grade III powered armor.** The armor has no armor check penalty, arcane failure chance and effectively no weight, and is considered a force effect. Thus, it blocks magic missiles, *brilliant energy* weapons and incorporeal touch attacks.

The Dataward is considered to be a *smartlight*, and is affected by spells and weapons specifically targeting smartlights. The Dataward and its wearer gain Vulnerability to Electricity.

If the Dataward is destroyed by such an effect, it cannot be summoned again for 72 hours. The Dataward can be summoned or dismissed at will. Each time it is summoned, the holographic armor appears with full HP.

Destruction
The Dataward focus ring can be destroyed by extremely high voltage (on the order of several million kilowatts) or intense magnetic fields, but is otherwise almost completely resistant to damage. If 'destroyed' in its armor form, the Dataward merely coalesces anew after less than a week of inactivity.

Star Jockey's Armor
Uncommon Minor Artifact
Aura overwhelming transmutation **CL** 30th
Slot armor and head **Weight** 50 lbs
This eerie, ebony armor is decorated with bio-mechanical flourishes and raised, rib-like decorations that ridge the torso and gird the limbs. A massive, bulbous helmet has featureless black eyes, vaguely insectoid in aspect. An elephantine tube connects the helmet to a strange device built into the torso. Originally sized for a now extinct species of giants, the Star Jockey's Armor resizes within minutes to fit a new wearer.

The Star Jockey's Armor is a **+4 Space Suit of Greater Shadow and Invulnerability.** The fine construction of this alien armor reduces the suit's armor check penalty to only -2 and its arcane failure chance to only 20%.

While wearing the Star Jockey's Armor, the wearer receives a +6 enhancement bonus to INT, similar to a *headband of intellect.* However, the wearer becomes cold, emotionless and almost sociopathic. She can not benefit from morale bonuses or beneficial mind-influencing effects, nor can she use the Aid Another action while wearing the Star Jockey's Armor.

Destruction
The Star Jockey's Armor can only be destroyed if the wearer willingly commits suicide by either poison or acid while wearing the armor. The armor melts away to stinking black goo when destroyed.

Artifact Magical Weapons

Meta Hand
Common Minor Artifact
Aura strong **CL** 20th
Slot weapon **Weight** 20 lbs
This goliath powered gauntlet pulses with emerald power, and the elongated, massive fingers of the gauntlet are green fire beyond the relatively small, metallic sheathes that actually protect the wearer's fingers.

When first discovered, a Meta Hand is curled tightly around itself, resembling a sphere of roiling green plasma wrapped around a sculpted spherical lattice of hard tech alloy. It requires a DC 28 WILL Save, made while touching the Meta Hand to attune the weapon to a new wielder. Failure results in the potential wielder being confused for 1d6 minutes and suffering 4d6 points of Force damage (WILL DC 20 half). Once attuned, the Meta Hand remains so until the wielder is slain, or remains out of contact with the device for longer than 24 hours.

The Meta Hand functions as a **+4 ghost touch, guardian power cestus.**

While wearing the Meta Hand, the wearer can use *black tentacles, force punch, solid note, telekinesis,* or *telekinetic sphere,* at will. All spell effects created by the Meta Hand have a luminous green glow as their visible manifestation, rather than the normal visual effects associated with the spell. While wearing the Meta Weapon, the wielder is surrounded by a bright green aura that functions as the Space Suit property. This aura sheds bright illumination in a 30 ft radius, which cannot be suppressed.

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Destruction
The Meta Hand might be destroyed if a potential wielder rolls a natural 1 on their WILL Save to attune to the device and is slain by the resulting psychic feedback.

Star Edge
Uncommon Minor Artifact
Aura overwhelming evocation **CL** 25th
Slot weapon **Weight** 18 lbs
This heavy greatsword has the dramatically swooping edge of a falchion or kopesh. The blade, hilt and cross-guard are all dense grayish-silver alloy with an oily sheen. The cutting edge of the weapon is a separate, inset splinter of jagged purple-pink *Yahn crystal*. This alien gemstone is incredibly hard, nearly indestructible, and glows with strange internal fires that allow the gem to warp space/time.

The Star Edge is functions as a **+6 anchoring, phase-locking psycho-cutter.** The weapon's psycho-cutter special functions can be used at will. These effects are considered a 10th level (epic) spell, and are all cast at the weapon's CL 25th.

While wielding the Star Edge, the character is considered to be wearing armor with the Space Suit property, as the Star Edge generates a short range, life supporting aura resembling purple-pink mist.

Destruction
Destroying a Star Edge requires the clever use of a dimensional rift or space-time anomaly. Only crushing the weapon in the collapsing event horizon of a black hole or in a broken pocket-reality will truly destroy it.

Consumable Artifacts

(Cn) indicates a Consumable item

Black Oil Amphora (Cn)
Common Minor Artifact
Aura strong transmutation **CL** 21st
Slot none **Weight** 2 lbs
Often found in ancient, pre-Psyren ruins, these long, elegant vases are made of a grayish-green ceramic material. Inside is a viscous black gelatin that shimmers wetly in the light and tingles where it touches the skin.

Anyone drinking the contents of the amphora is permanently mutated. The character must succeed at a DC 21 FORT Save or suffer 1d6 points of permanent WIS drain and have their alignment shift one step towards lawful neutral. Success indicates the character only suffers 1 point of permanent WIS drain. The character gains a randomly chosen natural ability from the *Beast Shape III* list. The mutation is obvious, as the body is dramatically changed and deformed by the change.

Destruction
The black oil can be poured out or boiled away to destroy it, but is considered a dangerous pathogen on most worlds, and must be disposed of in accordance with local environmental regs concerning dangerous xeno-tech.

Machine Soul Emerald (Cn)
Common Minor Artifact
Aura strong transmutation **CL** 18th
Slot head **Weight** negligible
This tiny sliver of emerald-like stone is laser-cut into a precise spindle and glows with a vibrant green internal light. When the Machine Soul Emerald is placed on the forehead of any Construct or creature with the following subtypes (*android, Battlechanger, cyborg, mecha, POETICA* or *robot*) who has an INT score of at least 3, it permanently bonds to the creature. The gem permanently occupies the head magic item slot, and cannot be removed from the creature.

The creature gains a +4 inherent bonus to its INT and WIS scores and a +1 inherent bonus to its CHA score. The creature gains Telepathy 500 ft, but only with creatures that have one of the above subtypes.

The creature can cast *make whole* or *repair construct* once per day.

Destruction
Upon the host creature's destruction, the Machine Soul Emerald is also lost, though if the creature is returned to life by any means within 24 hours, the Machine Soul Emerald is regained. The Machine Soul Emerald cannot be otherwise targeted apart from the host's body.

Shard of a Singularity (Cn)
Rare Major Artifact
Aura overwhelming enchantment **CL** 35th
Slot none **Weight** none
The Shard of a Singularity is a jagged rift in reality that somewhat resembles a long, broken shard of mirror-glass. Even though a Shard of a Singularity can be touched, carried, and felt (and can even cut flesh as if it were truly glass) it has absolutely no mass, and no physical presence. It is completely undetectable by machines and high tech sensors, and is invisible to all senses save the direct experiences of a living being. (It can be perceived by the artificial eyes of a cyborg or self-aware AI, it should be

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noted, as well as by similar artificial senses linked to a living consciousness.)

The Shard of a Singularity can be used in one of two ways.

Altruistically
If used altruistically, it acts as *technological singularity*, affecting the species of the creature who wields it.

Selfishly
If used selfishly, it provides the user with a +8 inherent bonus to his or her INT score. All bonus skill ranks from this intelligence increase must be placed in Computer Use, Craft, Disable Device or Linguistics, and these skills become class skills for the character. The character gains Skill Focus in his three highest ranked Craft skills.

Destruction
A Shard of the Singularity cannot be destroyed, or even meaningfully interacted with in any way beyond the choice to unleash its power either selfishly or altruistically.

Starship Seed (Cn)
Uncommon Minor Artifact
Aura strong conjuration **CL** 20th
Slot none **Price** 50+ million gp and up
Weight 6-8 lbs per seed
Starship Seeds are hotly contested, highly sought after natural resources, and many of the galaxy's Ship Forests have been clearcut as a result. Immature Starship Seeds are rough, knobby red and yellow fruit about the size and weight of a big pineapple.

When planted several feet deep in fertile soil, the Starship Seed slowly grows into a functioning bio-tech starship. This starship is bio-tech nightmare of gnarled, radiation proof bark and airtight cellulose, more than capable of surviving the rigors of space and synthesizing starlight and cosmic radiation to produce energy and atmosphere.

Select any medium-weight starship available of up to size Colossal in the campaign; the Starship Seed has similar capabilities, despite its organic, grown appearance. The Starship Seed can duplicate up to PL 7 technology, if those technology groupings are used in your campaign.

It requires one day per 10,000 gp of the starship's purchase price for the Starship Seed to grow into a viable vessel. During the process, the grower must succeed at 2d6 DC 20 Survival checks. Failure on more than half these checks means the seed dies and no starship is produced. Failure of less than half the checks means the grown starships lacks several auxiliary features common to the base starship, such as weapons, comms systems or tractor beams, as chosen by the game master. The grower can substitute a Profession (farmer) or similar check at no penalty.

Destruction
Can it destroy a pineapple or a watermelon? Than it can destroy a Starship Seed the same way.

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Stepping Stone (Cn)
Uncommon Major Artifact
Aura overwhelming conjuration **CL** 30th
Slot none **Weight** 60 lbs
A Stepping Stone is a gleaming gold and onyx polyhedron with 68 facets, just small enough to be held in a strong man's outstretched hands. Relics of ancient alien empires, a single Stepping Stone can totally transform a planet's culture and technological infrastructure.

The Stepping Stone can only be activated on a world with an existing high-tech infrastructure, including power networks and some form of planet-wide communication network. The Stepping Stone inserts itself seamlessly into existing infrastructure. Activating the Stepping Stone requires 2d6 successful DC 35 Computer Use and Knowledge (physical sciences) checks each made over the course of at least 24 hours. Failure on any of the checks prevents activation for at least 48 hours.

If all checks are successful, the Stepping Stone activates, and conjures a planet-wide *stepping booth network* which seamlessly integrates with existing technology and architecture. Multiple stepping booth facilities appear in any city with a population of at least one million, and every settlement with a population of at least 20,000 gains its own stepping booth facility. Controls and operating protocol are in the language of, and follow the conventions of, the region's dominant culture.

Destruction
A Stepping Stone can only be destroyed if the device is teleported via an existing stepping booth network, however the attempt to teleport the Stepping Stone causes a multi-megaton atomic detonation at both the departure and arrival sites. These explosions inflict 100d6 points of energy damage (not subject to resistance or immunity) to everything within a 10 kilometer radius and render these areas intensely radioactive for 3d6 months.

World Maker (Cn)
Common Major Artifact
Aura overwhelming transmutation **CL** incalculable
Slot none **Weight** 500 lbs
Several World Maker torpedoes are rumored to exist, ancient relics of some lost super-culture. Each World Maker is a bullet-shaped projectile taller than a man and weighing about 500 lbs. World Makers are forged from some ultra-durable golden alloy, their surface cut with complex geometric patterns, which form spires and canyons on the projectile's surface. The World Maker's patterns and component arrangement seems to change slowly as you watch, and the device's inner mechanisms define categorization.

When fired from a starship's torpedo tube and targeting a planet, asteroid or moon, at least 50 miles in diameter, the World Maker radically reconfigures the planet. A tidal wave of energy sweeps across the planet's surface, utterly destroying anyone or anything it comes into contact with. It requires less than a minute for the energy wave to sweep the target planet, scouring it down to magma and molten rock.

Over the next hour, the target planet changes mass, ending as a world about 25% greater mass than Earth's, a nitrogen/oxygen atmosphere and 1 to 1.25 G gravity. Temperature and climate are roughly Earth-like, though may vary slightly due to the world's distance from its star. Plant life develops from single-celled organisms and algae to old growth forests and jungle over the course of another hour. Native animal species evolve over the course of the world's first day. By the time 48 hours has elapsed, a stable ecosystem has evolved.

Destruction
Firing the World Maker into a main-sequence yellow or orange star will destroy it, though doing so will cause dangerous radiation storms, solar flares and EMP bursts for months. Firing the World Maker into a larger, hotter star or other stellar phenomena, such as a singularity, will likely destroy the World Maker with minimal cosmic upheaval. Firing the World Maker into a smaller or cooler star will only initiate the maker-reaction; transforming the star into a 'rogue' planet.

Artifact Wondrous Items

The Archimedes
Unique Major Artifact
Aura overwhelming transmutation **CL** 30th
Slot none **Price** xx gp (DC) **Weight** several million tons-ultra heavy capitol ship
The Archimedes is a massive and truly ancient starship, a rough crescent of dull hull-metal with the mass of a small moon. Probably of pre-Diaspora Shipper manufacture, the Archimedes is engineered with technology all but unknown in modern times, technology that is difficult to analyze or understand and all but impossible to reverse engineer. The Archimedes is known for its gravity warping tow system and nearly limitless-capacity power plant, that allows the vessel to drag even planetary masses into new orbits.

Personality and Attributes
The Archimedes is controlled by a ship-master AI, a stern and serious intelligence that accepts address simply as "Ship". Ship is a taciturn LN overseer, concerned only

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with the smooth functioning of the starship that is his body and the efficient towing of worlds. Ship will only ever initiate a contest of wills if the vessel itself is in danger, or if a badly planned tow would result in the unplanned destruction of inhabited worlds. However, Ship lacks moral compunctions, and if a planet-tow is intended to place an inhabited world in unstable and terminal orbit, Ship will assist. The AI does not object to being used as a weapon, but refuses to be the cause of a stellar accident, as a point of professional pride. Sometimes, the vessel will override the captain's wishes and place a towed world into a safe, but unexpected new orbit, or refuse a planet-tow entirely.

Ship has no great love for any organic species, but does have a grudging, almost paternal regard for Shippers. However, the AI is continually disappointed with what the modern Shipper species has become, and spares no feelings in telling modern Shippers so.

If the Ship wins a struggle for dominance, it attempts to force the crew into life pods and eject them near a settled system, before warping out to an unknown location and going into dormancy while awaiting discovery by a new crew. If not possible to eject the crew safely, the Ship will vent large areas of itself to space, spacing any crew it is in direct conflict with.

It normally requires a duty section numbering in the millions to pilot the Archimedes, but with Ship's assistance, the vessel can run at near full efficiency with a skeleton crew of 5,000 – 10,000 skilled spacers. The vessel can operate, at a basic level (ie: no combat maneuvering or independent targeting) with a single captain, assuming Ship assists as needed.

The Ship has an INT 20 WIS 20 and CHA 10. Ship has an Ego score of 30.

Senses

The Archimedes has all the sensors that would be expected of a starship of its size, including a suite of galaxy-range, FTL communication ansibles and multiple advanced sensors.

Every inch of the starship's interior is covered by infrared cameras and microphones: Ship is aware of all activities within itself. Crew and passengers can address the Ship AI from any point onboard, without the necessity of typing commands at a workstation and expect a response.

Abilities

The Archimedes is a capitol class starship with accommodation for a crew of several million. Vast internal spaces are dedicated to computer-managed farmland,

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hydroponics gardens and waste reclamation facilities to help feed a crew that size.

The vessel's cargo capacity is nearly incalculable. Some of the largest holds have internal volumes greater than that of some of the smaller Hawaiian Islands. Internal monorails, a ship-centric stepping booth network and vast pneumatic elevator systems allow for rapid internal transit.

The vessel's damage dealing capability is mostly average for a craft of its size: several hundred banks of particle beams and photon torpedoes spaced equidistantly around the hull. The vessel is capable of relatively slow FTL travel: it's travel times are roughly 40% as swift as the fastest starships in your campaign, due to its bulk and power requirements.

The Archimedes can use the *sculpt planetary orbit* spell to tow celestial bodies effectively at will. The Ship AI can provide a +20 competence bonus on Knowledge (physical sciences) checks to place a towed world into a stable new orbit. However, after a planet-tow, the gravity based tow engines shut down for a period of time based on the towed world's mass. Shutdown tow engines can be rebooted with a DC 50 Craft (starship) check, requiring at least a week of effort.

Planetary Mass	Tow System Shutdown Duration
Earth-like mass or less	Shutdown 1d4 days
Planet is up to 50x Earth's mass	Shutdown 1d4 weeks
Planet is 50-100x Earth's mass	Shutdown 2d6 months
Planet is Jupiter sized or larger	Shutdown 1d6 years

Destruction

The Archimedes is a durable, ancient vessel with a top flight self repair system. It is virtually impossible to destroy: even if a full stellar armada rained nukes down on it for hours, the damage might not finish the ancient vessel. Chances are, the Archimedes would simply warp out, find somewhere to perform orbital drydock on itself, and find its way back into history decades or centuries after the unsuccessful assault.

Perhaps the only way to permanently destroy the Archimedes would require steering the vessel directly into the heart of a sun or the depths of a black hole via a badly targeted FTL jump. Doing so would require either tricking the hyper-intelligent Ship AI into plotting a suicidal course, or perhaps more difficult, convincing the AI to willingly suicide.

Childhood's End

Unique Major Artifact

Aura overwhelming (all schools) **CL** effectively infinite
Slot none **Weight** 50,000 tons (subjective)

This mathematically perfect sphere is only the size of a big marble, but so dense there is a palpable sense of impossible mass. The sphere is a bruised vermillion like a bruised sky at sunset; the sphere is not quite matter and not quite energy. It is tangible dark matter of incredible density. The sphere hovers about 3 meters from ground level at all times, and if enough force is exerted to move it, it glides with stately grace.

Childhood's End is an ancient artifact, likely older than the current universe. The tiny, ultra-dense sphere figures in the legends of a million-plus worlds. Its movements through out the universe cannot be predicted, though sometimes its movement can be influenced. Cultists of the sphere practice arcane rituals, schemes planned out down through the centuries, in hopes of bringing Childhood's End to their world.

When Childhood's End arrives on a planet, it sparks a radical evolution of the world and its inhabitants. All living creatures on the world, including members of the Animal, Vermin and Ooze types, receive a +2 enhancement bonus to their INT scores. Humanoid, tool using creatures on the world gain the inspiration to progress to the next higher Progress Level in terms of technology; this change is not instant. The world's inventors are inspired, but it will take years of trial and error (at best) to perfect and disseminate new technology.

Childhood's End has other effects, which are less predictable, upon the transformed populace of the world. Depending on your perspective, these changes may either be blessings or curses. There is a percentile chance of any or all of the following changes occurring after a visit from Childhood's End. These changes only affect future children born on the world, or children in utero when the uplift occurs. Any, all or none of these additional changes might occur.

All children born to the world's dominant humanoid species (or multiple competing species)…

- Gain the Psionic subtype…..75%
- Gain Telepathy 100 ft…. 65%
- Gain the Lifespawn subtype and the Awakened Heritage (Choir, Mother, Genesis or Senate)…. 50%

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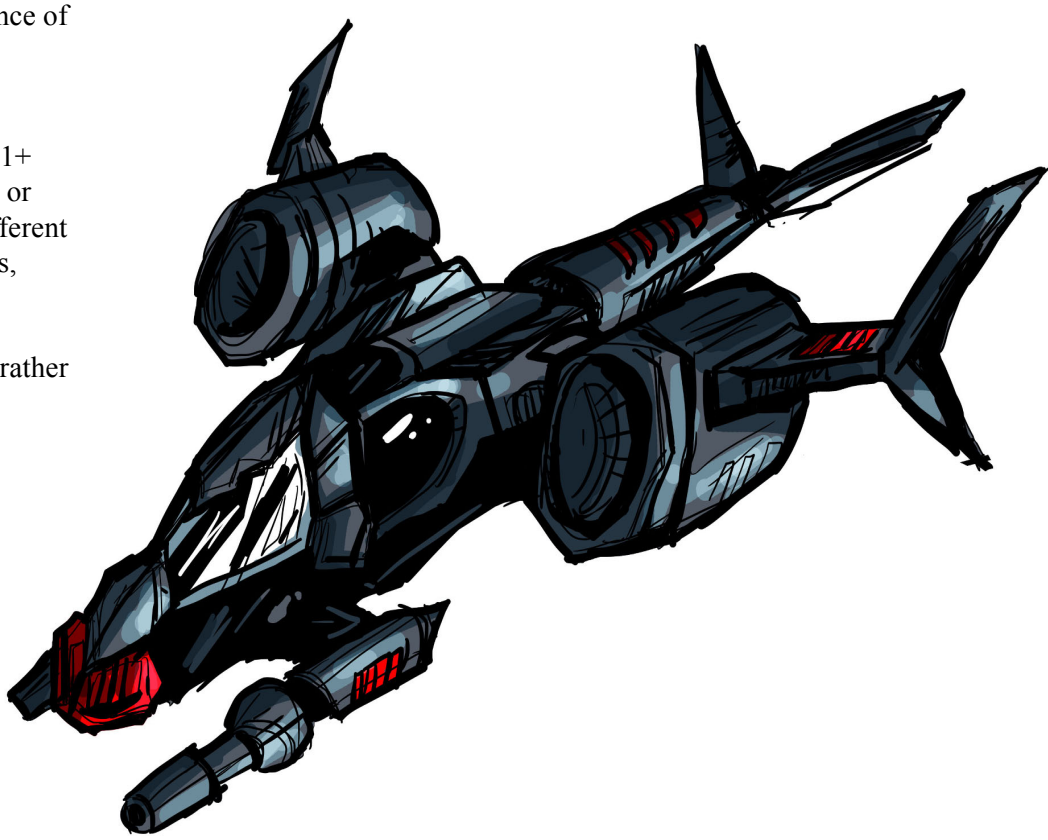
- Gain a new sensory mode (equal chance of lowlight vision, Darkvision 60 ft, Blindsense 20 ft, Scent)….45%
- Those children with CHA scores of 11+ gain the ability to cast 3 specific first or zero level spells from at least two different schools of magic as spell like abilities, once each per day…. 25%
- Are born with three or more genders rather than the expected two….30%
- Are born invariably Lawful Good or Neutral Good…30%
- Cease aging once they reach the Adult age category….10%
- Physically die when they reach puberty, but transfigure spiritually into immortal, ghostlike beings of pure intellect and psionic power…. 1%



A species can be visited by Childhood's End only once during its history. The strange orb remains on a world for about a year, before teleporting to another world. Massive, planet-wide storms and odd weather herald both the sphere's arrival and its eventual departure.

Destruction
Nobody has a clue how to destroy this thing, and given that it means eventual planetary extinction for about 1 out of every 100 planets it visits, many species have tried to annihilate Childhood's End over the aeons. The current 'best guess' is that to break Childhood's End, you'd have to either fundamentally rewrite the laws of the universe, completely unbind the Weak Force (which would pretty much destroy all life everywhere and everywhen in the process).

The other theory is you'd have to destroy every species ever uplifted by the sphere, and their descendants. There's a lot of species that have a problem with that approach, perhaps most dangerously, the Psyren, who owe their origin and powers to the great, dark sphere.

Knight Instance Module
Common Minor Artifact
Aura strong universal **CL** 20th
Slot none **Weight** 2 lbs
Knight Instance Modules (KIMs) are grape-sized, ebony, plastic spheres with a single glowing red display light that pulses rhythmically. These devices contain a copy of a powerful, widely distributed AI specialized in vehicle control and maneuverability. The high-level AI codenamed Knight has been installed in thousands of vehicles throughout the galaxy, and each KIM contains an individual copy of its core programming (an instance).

If installed in any vehicle, mecha or suit of powered armor, nanite foundries within the KIM come online, and rebuild the host vehicle as a sleek, stealth-configured ebony prototype. A crimson scanner pulses rhythmically as the advanced AI uses the host vehicle's sensor package to scan the environment.

It requires 24 hours for a newly installed KIM to integrate with its vehicular host, and complete the transformation. When the transformation is complete, the vehicle, mecha or powered armor's Hardness increases by 5 and its HP increases by 20% (rounded down).

The KIM-linked vehicle is attuned to a particular driver or pilot, and will not function for another driver or pilot. When piloted by its designated user, both the KIM and the

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pilot make separate Initiative checks and use the better of the two rolls; the KIM is considered to have a +8 modifier to Initiative.

The KIM-linked vehicle can pilot itself and activate all functions on its own initiative. In the case of powered armor or mecha, the KIM is considered to have a base attack bonus equal to its pilot, if operating independently.

The KIM provides its designated pilot with Weapon Focus with one integrated weapon system of choice (if present), as well as a +8 competence bonus on Drive or Pilot checks with the linked vehicle (or Acrobatics or Fly checks in the case of powered armor or mecha.)

If a KIM-linked vehicle survives its pilots demise, it can act independently, and may designate a new pilot of its choice after a month elapses.

Personality and Attributes

The KIM is a stoic and professional LN intelligence with a bit of a snarky, sarcastic streak. The KIM will rarely initiate a struggle for dominance against its driver or pilot, only trying to take control if its vehicle host is threatened or if the driver or pilot is incapacitated behind the wheel. The KIM is vaguely hostile to other instances of it's AI code, and encourages its pilot to destroy rival KIM AI whenever possible- a dramatic departure from its usual crisply professional demeanor. The KIM intelligence will reluctantly work with rival AI of its type if its pilot considers the rival vital to the current mission, or if the rival AI has similar goals or can be of obvious use.

The KIM has 14 INT, 12 WIS and 12 CHA, as well as an Ego score of 18.

Senses

The Knight Instance Module has *blindsight* 30 ft in its inactive state, can perceive unencrypted wifi/radio/television signals and in can communicate vocally or wirelessly in this state. When installed in a vehicle, the KIM has access to all the vehicle's sensors and communication systems. The KIM can speak English, Spanish, Russian, Japanese and several other common Earth languages.

The KIM can sense the distance and direction to all other KIM-linked vehicles within a 100 mile radius. The KIM-linked vehicle receives a +2 competence bonus on attack rolls against other vehicles with a similar system installed.

Destruction

A Knight Instance Module can be removed from a vehicle with a DC 25 Craft (electronics) check. Outside a host vehicle, the KIM has Hardness 8 and 25 HP, and can be destroyed relatively easily. Similarly, if a KIM-linked vehicle is reduced to -10 HP or fewer, the onboard KIM is destroyed with the vehicle.

Observatorus Gate

Uncommon Major Artifact

Aura overwhelming divination **CL** 25th

Slot none **Weight** architectural feature – several hundred tons

This massive device always found in a perfectly spherical chamber 300 ft in diameter with ribbed walls of wet black stone. The Observatorus Gate consists of a massive black couch on a rotating ebony steel dais. A huge device, similar in form to an observatory's largest telescope looms over the couch; the two components, couch and telescope rotate as one unit on the dais. Everything is made of cold black steel carved in vaguely organic low relief.

The Observatorus Gate can only be activated by some one who lays on the couch while wearing a set of *Star Jockey Armor* and wills the device to function. The Observatorus Gate can be activated up to three times per day. Each time it is activated, it may perform any of the following functions.

- Duplicate the effect of any single Divination spell of 9th level or lower
- Teleport the operator and all creatures within the chamber to another planet as by *Interplanetary Teleportation*
- Teleport the operator and all creatures within the chamber to either the Astral Plane or any Elemental Plane

Destruction

The Observatorus Gate is can be set to self destruct by a user wearing *Star Jokey Armor.* Doing so requires the user to solve a complex, five-dimensional mental puzzle by succeeding at a DC 40 Knowledge (physical sciences) or Knowledge (the planes) check. This check requires 1d4 hours of uninterrupted concentration to complete, and if the check fails or is interrupted, the self destruct feature is locked out for 96 hours.

The self destruct completely destroys the Gate, and all creatures and objects within 30 ft suffer 20d6 points of unspecified energy damage. Anything destroyed by this energy is completely obliterated, as per *disintegrate,* leaving a perfectly spherical aperture.

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Oxygen Reactor
Uncommon Major Artifact
Aura overwhelming evocation and transmutation **CL** 40th
Slot none **Weight** architectural feature- several thousand or million tons!
During the height of their empire, the Psyren race created oxygen reactors on several lifeless, arid worlds, including Earth's neighbor, Mars. When activated, these massive devices create a breathable, oxygenated atmosphere from nothing, making even the harshest world habitable by Earthborn humans and Psyren alike. Many of these wondrous devices were lost forever when the Psyren empire fell, including the as-yet-undiscovered facility buried beneath the Martian sands.

Oxygen Reactors are massive devices found at the very bottom of huge Psyren facilities carved out of planetary rock. Many are buried several miles below the surface, in structures resembling inverted pyramids, often protected by magi-tech traps and robotic guardians.

The Oxygen Reactor is a steel pylon about four feet high, with an indentation atop shaped roughly like a humanoid hand. By placing her hand in the depression, a character can will the device to activate. Doing so requires a DC 28 WILL Save. Success means the device successfully activates. Failure means the device fails to function for 24 hours.

Failure by 5 or more points indicates the Oxygen Reactor melts down, detonating like a hundred megaton nuclear weapon- utterly destroying the facility and everything within 10 miles, and devastating everything within a 50 mile radius, after a one minute build-up to detonation. An additional DC 40 WILL Save during this time stops the nuke from detonating and activates the Oxygen Reactor.

Once the Oxygen Reactor activates, it generates hurricane-force winds (see wind dangers in the PFRPG) within 100 miles, and less intense winds everywhere on the planet for 1d4 days. After this time, the weather conditions settle down to normal, and the planet gains a breathable, oxygenated atmosphere, regardless of previous conditions.

Once activated, the Oxygen Reactor continues to function as a high-end fusion power plant indefinitely.

Shaping Spindle
Unique Major Artifact
Aura overwhelming universal **CL** 50th
Slot none **Weight** 2.5 tons (weight/mass usually negated)
The Shaping Spindle is always found drifting somewhere in the far depths of space, usually by a crew that has no idea what it is they've discovered. The Shaping Spindle is an enigma, likely a broken remnant of prior iteration of the Multiverse. When the Shaping Spindle is quiet, it is an elongated diamond whose twin vertices narrow to needle thin-ness. What material it is composed of is unknown: its surface is an intense cerulean-blue which bubbles and flows like agitated water, yet is always solid and unyielding to the touch.

Sometimes the Shaping Spindle takes other forms: an inverted, always fluxing concavity, a sphere, a cube, a mobieus loop. The Shaping Spindle has enormous mass, yet it hovers weightlessly just a fraction of an inch above a supporting surface. Even a single sheet of paper can lift the Spindle, as if it were a steel platform lifted by an industrial machine.

The Shaping Spindle can make thoughts a reality, yet which thoughts it chooses to make manifest are extremely random and unpredictable. Every 3d6x10 hours, the Shaping Spindle makes manifest the thoughts of a creature within 100 ft of it; this ability functions through all mundane and magical barriers, as long as the creature and the Spindle are on the same plane of reality.

The creature 'chosen' by the Spindle must succeed at a DC 30 WILL Save. If he or she succeeds, the Shaping Spindle manifests a chance in reality equivalent to *limited wish*. If the creature beats DC 40, this acts as *wish* instead. These wishes are always fulfilled in the most basic, direct manner possible, always in a way that corresponds to the 'user's' deeply rooted instincts and desires.

If the WILL Save fails, the Spindle manifests 1d3 *Phantasmal Killer* effects drawn from the user's subconscious fears. These creatures target the user and

The Shaping Spindle's Choice (d10)	
1- Chooses the creature within range with the *highest* WILL Save modifier	2- Chooses the creature within range with the lowest WILL Save modifier
3- Chooses the creature within range with the *highest* INT score	4- Chooses the creature within range with the *lowest* INT score above 3
5- chooses of the same race but as diametrically opposed an alignment as possible	6- Chooses the last creature who has succumbed to a mind-affecting ability
7- chooses a creature with as close to a matching STR score to the last user as possible	8- chooses a creature of the same gender and patron deity as the last user if possible
9- chooses a creature with the same class but different patron deity than the last user if possible	10- chooses a creature of the same class but a different race than the last user if possible

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Destruction
Your guess is as good as mine. Even wishing the Shaping Spindle gone forever merely shunts it elsewhere in the Multiverse. There's indications that the Shaping Spindle has survived the destruction and recreation of the Multiverse itself on at least three separate occasions. If there is any artifact that is truly an eternal, cross-reality constant, it is the Shaping Spindle.

Spacelord's Chakra Gem
Uncommon Major Artifact
Aura overwhelming transmutation **CL** 30th
Slot headband **Weight** negligible
Thousands of these diamond cut blood red, cat's eye or onyx gems once decorated the crowns of galactic emperors and space-kings. Now, the ancient empires that once worshipped these hot-to-the-touch gems are long forgotten but the gems themselves remain. Powerful, awaiting a new master (or mistress) to unlock their long-dormant power.

By pressing a Spacelord's Chakra Gem to the crown chakra (the center of the forehead), a character unlocks its power. The gem burrows into the flesh, becoming one. It cannot be removed while the wearer lives. The wearer's appearance changes dramatically, their skin taking on a lurid blue hue. Blood red veins stand out on their chest and biceps when they are angry or aroused. Their eyes become jet black pits.

Implanting a Spacelord's Chakra Gem provides the character with a permanent +3 enhancement bonus to their STR, DEX and CHA scores. The character gains the Wild Talent feat as a racial bonus feat (or Psionic Talent instead if they already possess a power point reserve.)

The character gains Telepathy with a 100 ft radius and gains Darkvision with a 60 ft radius (or improves existing Darkvision by +60 ft).

Once per day, the gem's wearer can expend their psionic focus as an immediate action to generate a powerful forcefield around their body. This forcefield provides the wearer with 100 temporary HP, which are lost first. The forcefield remains in place for 1 minute or until destroyed.

Destruction
The Spacelord's Chakra Gem can only be destroyed if it is removed from the skull of a slain host first. The gem is especially fragile for about an hour after the host's destruction and can simply be crushed to powder. In this state, the gem has Hardness 5 and 25 HP. Otherwise, the gemstone is nearly invulnerable.

Tacticus
Rare Major Artifact
Aura overwhelming divination **CL** 25th
Slot none **Weight** 1,200 lbs
The Tacticus is a translucent cerulean sphere with a circumference greater than a tall man's outstretched arms. It floats several feet above the floor at all times, slowly rotating. The Tacticus projects a vague suggestion a starscape around itself, and within the sphere, an intricate and multilayered holographic display tracks the positions of every star, planet, moon, celestial body and starship larger than a single-seater workpod in real time.

The Tacticus provides the user with a constant *system scan* effect focusing on their present star system. In addition, if the Tacticus is consulted, it provides a +10 equipment bonus on all Knowledge checks concerning the star system. If the Tacticus is transported to another star system, it requires 24 hours to begin functioning.

Destruction
The Tacticus rips itself apart in an explosion of liquid blue illumination if the star system is scanning is affected by a black hole, either naturally or artificially induced, including via the use of the *event horizon* epic spell or similar effects.

William Kwan (Order #50451067)

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